

## Game Rules

- National High School Federation rules will be followed with the few exceptions listed below:
- Players can only play on 1 team per division. Players caught playing on more than 1 team in a division will be ineligible and games will be forfeited.
- All games will be played in two 16 minute STOP clock halves unless a team is up by 20 points or more at any time in the 2<sup>nd</sup> half. The clock will continue to run until it gets back to 10 points or less.
- Mercy Rule - If the point spread is 20 points or more with 2 minutes or less to go the game will end.
- There will be no shot clock except for the 17U division which will use a :30 shot clock.
- Each player gets 6 fouls.
- Teams will be allowed 3 timeouts per game
- There will be a minimum of 3 minute warm up and 2 minute halftime break.
- 1 and 1 foul bonus at 7, double bonus at 10
- Overtime = first team to 4 points, each team gets 1 timeout. No carryover from regulation
- Technical and intentional fouls result in automatic 2 points and the ball out of bounds
- Away team is listed first in pool games and at the bottom of bracket play and will wear dark color uniforms
- Seedings from each pool will be determined by the following order:
  1. Win – Loss record in pool play
    - a. In the case a pool has a “non-Sunday” team, that team will finish last in the pool regardless of their record. Seeding for the remaining teams will begin with head to head amongst the tied teams.
  2. Head to head determines seeding. If there is a 3-way tie (or more) move to point differential. If there is no head to head, move to point differential.
  3. Point differential - There is a maximum of +/- 20 points per game. All games in pool play are included in determining point differential.
    - a. After seeding based on point differential, if two teams are still tied, head to head will break that tie. If teams are still tied, a coin toss will determine seeding.
- There is a no tolerance policy for abusive language or violence of any kind. Any behavior deemed inappropriate may result in dismissal from the tournament. This applies to players, coaches, and fans.

### Ejection of Coaches and Fans:

- Coaches/Fans that are ejected from a game cannot return to the court or spectating area until their next game. If a coach wants to meet with their team after the game, it must be away from the actual open area the court is part of. Exception: you are the Head Coach of another team that is playing back-to-back games.

**The tournament directors will have the final say regarding any disputes.**