

Tournament Rules – 3rd – Varsity Boys

The official rules shall be the **2024–2025 National Federation of High School (NFHS)** rules, except where modified by **Elite Sports Events**.

Coaches' Dress Code

Coaches shall wear **khakis, athletic shorts, or long khakis** and **polo shirts**.

Prohibited: Hats, cutoff jeans, or open-toed shoes.

Basketball Size

- **7th Grade and older:** 29.5" (official men's size)

Game Time:

- **3rd–8th Grade:** Four (4) 10-minute quarters with a **running clock**, except for the final two (2) minutes of the 4th quarter, which shall be **regulation stop time**.
- **9th–12th Grade:** Four (4) 12-minute quarters with a running clock, except for the final two (2) minutes of the 4th quarter, which shall be regulation stop time.

Teams in 9th–Varsity divisions may call a timeout in the **final minute of the second half after a made basket** to **advance the ball** to the table side at the **28-foot mark** in the front court.

Mercy Rule

If a team leads by **20 points or more** with **2 minutes remaining** in the game, the game shall be **ended immediately**.

Timeouts

Each team shall receive **four (4)** timeouts per game.

All timeouts shall be **30 seconds** in duration.

Overtime

If the score is tied at the end of regulation:

A **1-minute overtime period** shall be played.

If still tied after overtime, **sudden death** shall apply—the first team to score any point shall be declared the winner.

Tie Breaker Rule

If two (2) teams are tied, **head-to-head competition** shall determine placement.

If more than two (2) teams are tied, a **point differential tiebreaker** shall be applied. The point differentials of the teams involved in the tie shall be totaled and ranked.

The maximum point differential that may be earned per game is **15 points**.

If two (2) teams remain tied after Step 2, revert to Step 1.

If more than two (2) teams remain tied, point differentials against other opponents shall be added and recalculated.

If still tied, **points scored differential** shall be used first.

If still tied, **points allowed differential** shall be used.

The score of all forfeits shall be **15-0**.

If two (2) teams are tied and did not play head-to-head, **point differential** shall determine placement (maximum of 15 points per game).

If still tied, a **coin flip** shall determine placement.

For a three-way tie, a **three-way coin flip** shall determine placement.

Fouls

A player shall **foul out** upon receiving their **fifth (5th) personal foul**.

30-Point Lead Defensive Restriction

When a team achieves a lead of **30 points or more** at any time during the game, the **defensive team shall remain behind the three-point arc** while on defense.

First offense: A **team warning** shall be issued.

Second and subsequent offenses: A **bench technical foul** shall be assessed.

This rule shall remain in effect until the lead is reduced to **fewer than 30 points**.