



TWIN PORTS BORDER BATTLE TOURNAMENT RULES

The National Federation of High Schools Basketball Rule Book will be followed with the following points of emphasis:

1. Each team will provide a scorekeeper or person to run the book. That person will get into the event free and must be signed in by the coach. The team listed on top will keep book, the team listed on the bottom will keep score.
2. 4th – 11th grade games will be 14 minute stopped time.
 - a. If a team leads by 20 points at any point in the last 8 minutes of the 2nd half "RUNNING TIME" will be in effect. The clock will return to stop time if the score differential is brought back to 10 points or less.
 - b. If a team leads by 20 points with 2 minutes remaining the game will end.
 - c. There will be a minimum of 4 minutes to warm up. Games can start early as long as both coaches agree.
4. The first overtime will be 90 Seconds (1.5 Minutes) stop time. The second overtime will be sudden death.
5. There are no restrictions on pressing or zones.
6. 1 (one) 30 second and 2 (two) 60 second time-outs per regular game. Time outs will carry from first half to second half but will not carry into overtime. (1) 30 second time out per overtime.
7. No protests. Referee and tournament officials will settle all disputes on the spot. etc. **The tournament director/site director has final say on any issue pertaining to the tournament, teams, rules, etc.**
8. FREE THROWS & FOULS: 1 & 1 will be shot on 7th, 8th+9th common/shooting team foul and 2 shots on the 10th+. Free throws will be played on the release. **A player fouls out on the 6th personal foul.**
9. If a coach, player or fan is ejected, per NFHS rules, they must sit out the next game.
10. All technical fouls will award the opposing team 2 free throws and possession of the ball. If a coach receives a technical foul they will be required to maintain contact with the bench for the remainder of the game.
11. All numbers are eligible 0-100.
13. 28.5 basketball will be used for all girls games and 5th and 6th grades boys games. 29.5 basketball will be used for 7th grade and up boys games.
14. Tiebreakers involving 2 or more teams will be as follows: 1) head to head, 2) point differential, 3) points allowed.

For example, if there is a 3 way tie, the point differential is used to determine the champion. **Head to head is used to determine the 2nd and 3rd place. The max point differential is 15.** Forfeits will be scored 15-0.
15. A minimum of 3 minutes will be afforded for warm ups. Team on the top of the score sheet will wear dark uniforms.

