



Game Rules

Clock:

1. Each game shall consist of four 10-minute running-clock quarters with a 3-minute half-time.
2. Games in the Buffalo Sports Complex (Aux Gym) will use a 35-second shot clock. The clock will fully reset on all changes in possession, made shots, and fouls. The clock will reset to 20 seconds on a kick ball violation by the defense.
3. The clock shall stop in the last minute of the 1st, 2nd, & 3rd Quarter. The clock shall stop in the last 2 minutes of the 4th Quarter. The clock shall stop for all timeouts.
 - a. The clock shall continue to run if a team has a 20-point lead, except for timeouts.
4. Each team is given three timeouts per game: two 30-second timeouts, one full timeout.

Fouls and Free-throws:

1. Bonus is awarded with the fifth team foul each quarter. Team fouls reset after each quarter.
2. There are no personal fouls recorded, however if a player is excessively fouling the officials may disqualify that player.
3. During the running-clock, all shooting and bonus fouls shall shoot only one free throw. (1-for-2 or 1-for-3).
4. If there is a shooting foul and the basket is made, the extra point will be added automatically. (Automatic and-one). The ball will be inbounded from the end-line with the offensive player being allowed to run the baseline.
5. During the stopping clock at the end of each period, free-throws will be shot according to FHSAA regulations.
6. Technical fouls are to be administered according to NFHS rules. The clock will stop while both free-throws are being shot.

Overtime:

1. The first overtime is 2-minutes in length with a stopping clock for the entire period.
 - a. Teams are allowed one 30-second timeout. (No timeouts carry over).
 - b. Team fouls carry over from the 4th Quarter.
 - c. Overtime is started with a jump ball at center court.
2. Each following overtime is 1-minute in length with a stopping clock for the entire period.
 - a. Teams are allowed one 30-second timeout for the rest of the game. (No timeouts carry over).
 - b. Both teams are automatically in the bonus.
 - c. Each overtime is started with a jump ball at center court.



Camp Overall Rules & Notes:

1. There will be 3 Divisions:
 - a. Boys Large Varsity (4A-7A mandatory, 1A-3A can opt in)
 - b. Boys Small Varsity (1A-3A only, 4A-7A at Tournament Director discretion)
 - c. Boys Junior Varsity (JV or Freshman teams)
2. Each Division will be divided into pools. Pool Place does not determine Bracket Seeding for Varsity Divisions.
3. All coaches and players are expected to conduct themselves with good sportsmanship towards Officials, Table Staff, and Tournament Staff. Any player ejected for fighting will not be permitted to participate for the remainder of the day.
4. Sunday Tournament: Bracket Seeding determined by:
 - a. Record
 - b. Head-to-Head
 - c. Point Differential (Max 30)
 - d. Points Scored
 - e. Points Allowed

Spectator Policy:

Buffalo Team Camp supports and expects a fun, family-friendly environment where players, coaches, and officials feel safe and respected.

The following is not permitted:

- Weapons of any kind
- Tobacco, alcohol, or drug products and paraphernalia, including vapes
- Outside food or drinks, including coolers (athletes and teams may bring in sealed water bottles).
- Spectators taunting, heckling, or using profane language.

Buffalo Team Camp staff, Buffalo Stampede staff, and The Villages Charter School staff reserve the right to remove spectators from the facility if the above policies are not adhered to.