



Tournament Competition Rules

1. **Competition Rules:** All tournament games will be conducted under National Federation of High School Basketball (NFHS) rules unless otherwise noted by OG Sports Group. Judgment calls made by game officials are final and are not subject to protest.
2. **Uniforms:** Players will not be permitted to participate unless they are wearing a jersey that matches the team's name to ensure consistency and proper identification. Jerseys must have numbers on the back; front numbers are recommended but not required. All other NFHS uniform number requirements are waived. Teams are encouraged, but not required, to have both light and dark uniforms available.
3. **Home Team Designation:** In bracket play, the top-listed team will be the home team. In pool play, the team listed first will be the home team. In the event of a uniform conflict, the home team will wear the lighter-colored jersey. The home team shall use the bench to the right of the scorer's table as you face the floor.
4. **Game Ball:** The home team shall provide the game ball. Practice and warm-up basketballs will not be provided.
5. **Ball Specifications:** The intermediate size basketball (28.5") will be used for all Girls divisions and Boys 8U-12U divisions. All other divisions will use the regulation size basketball (29.5"). Limited Exception: The intermediate basketball may be used in 13U Boys divisions to align with state association rules.
6. **Bench Personnel:** Only rostered players and a maximum of two (2) approved coaches may sit on the bench during games. All coaches must check in with tournament staff and receive proper credentials.
7. **Roster Verification:** Official rosters must be **completed and verified with OG Sports Group staff** at least 30 minutes before a team's first game. **Only players listed on the verified roster are eligible to participate. Players must wear the same jersey number for the entire tournament.** No roster additions, changes, or jersey number changes will be allowed after verification. Teams using unverified or ineligible players will forfeit all games in which the player participated and may be removed from the tournament.
8. **Player Participation:** Players may participate on multiple teams only if the teams are in different age divisions. Participation on multiple teams within the same division will result in player disqualification and forfeiture of games in which the player participated. Players graduated from the previous school year are not eligible to participate.
9. **Player Protest:** Coaches may protest a player's eligibility for \$100 prior to tip-off. The protested player's coach must provide a birth certificate and report card within 15 minutes of request. If documentation cannot be provided or the player is deemed ineligible, the team will forfeit all games and be disqualified from the tournament. Protest fees will be refunded only if the protest is upheld.
10. **Regulation Clock and Exceptions:**
 - a. Game Length:
 - i. **8U-14U Boys/Girls:** 14-minute halves
 - ii. **15U-18U Boys/Girls:** 16-minute halves
 - b. Overtime periods: 3 minutes
 - c. Half-time will be 3 minutes and pre-game warm-up will be a minimum of 3 minutes. These time periods may be reduced at the discretion of the Site Director to maintain schedule flow.

- d. **Running Clock Rule:** A running clock will be used anytime a team leads by 20 points or more. During running clock situations, the clock will stop only for timeouts, injuries, or at the discretion of tournament officials. Once the lead drops to 10 points, the stop clock will resume.
 - e. **Mercy Rule:** Games will end immediately if a team leads by:
 - i. 20 points with 2 minutes remaining
 - ii. 30 points with 3 minutes remaining
- 11. Timeouts:** Each team will receive two 30-second timeouts per half and one 30-second timeout during each overtime period.
- 12. Free Throws:** Teams will shoot double bonus beginning with the 10th team foul of each half. Team fouls carry over into overtime periods.
- 13. Press Rule:** Teams may not press beyond half court while leading by 25 points or more. The first violation will result in a warning. Additional violations will result in a bench technical foul charged to the head coach.
- 14. Game Time/Forfeit Policy:** Teams are expected to be prepared to play at their scheduled game time. A grace period of up to 15 minutes may be allowed at the discretion of the Site Director. Teams unable to field at least five eligible players after the grace period may forfeit the game. Forfeits will be recorded as a 15-0 result for tiebreaker purposes.
- a. If a forfeit occurs, the forfeiting team receives a -15 differential and the opposing team receives a +15 differential.
- 15. Tiebreakers for Pool Play:**
- a. 1. Head-to-head result
 - b. 2. Point Differential (+15/-15 maximum per game)
 - c. 3. Lowest defensive points allowed
 - d. 4. Tournament Director decision if necessary
- 16. Behavior Standards:** Inappropriate behavior will not be tolerated. Coaches are responsible for the conduct of their players, coaches, and spectators. Spectators using abusive language, threatening officials, entering the playing surface, or creating unsafe conditions may be removed from the venue without warning. Tournament officials may remove any player, coach, or attendee from the event for inappropriate behavior or unsportsmanlike conduct.
- 17. Coach/Player Ejections:** Any player or coach ejected for fighting will be suspended for the remainder of the tournament. Any player or coach ejected for any other reason will be suspended for at least the team's next scheduled game. Additional disciplinary action may be taken by OG Sports Group.
- 18. Safety and Equipment:** Players may not participate while wearing jewelry or unsafe equipment prohibited under NFHS rules unless approved by tournament officials.
- 19. Schedule Changes/Tournament Operations:** OG Sports Group reserves the right to modify schedules, game lengths, locations, formats, or tournament rules when necessary due to weather, facility issues, emergencies, or circumstances beyond tournament control.
- 20. Media Release:** By participating in the tournament, teams, players, coaches, and spectators grant OG Sports Group permission to use photographs and video from the event for promotional and social media purposes.
- 21. Application of Rules:** OG Sports Group reserves the right to interpret and apply all tournament rules and make final decisions regarding all tournament matters