

National Summer Classic Tournament Rules

- ☞ **Arrival:** Each team should arrive at least 15 minutes before scheduled game time. Games can begin up to 10 minutes early only if BOTH coaches agree.
- ☞ **Admission:** Two coaches and one scorekeeper are allowed entry into the event without paying admission. The scorekeeper is expected to work the table for all games.
- ☞ **Scorekeeper:** Each team is responsible for providing one adult, at least 18 years of age, to run the clock, or keep the scorebook. The scorebook must be kept at the scorer's table, and there can be no coaching by the person while keeping the scorebook or the clock.
- ☞ **Team Check-In:** Each coach, assistant coach, & scorekeeper must check-in individually to receive their tournament wristband. Only three passes will be issued. Wristbands will be individually placed on coaches' wrists by our staff.
- ☞ **Roster:** No player may be listed on two team rosters in the same age group. Coaches must include any players that may play in any game of the tournament on their roster for the first game, even if the player(s) is/are not present at the first game. Rosters may be edited (i.e., players added or subtracted) up until the start of the team's first game.
- ☞ **Pre-game warm-up:** Pre-game warm-up will be a minimum of three minutes and will be more if time allows.
- ☞ **Halftime:** Halftime will be three minutes.
- ☞ **Two 20-minute halves:** Running clock *except* clock stops on ALL dead balls (except made baskets) during the last TWO minutes of EACH half. Clock stops during all timeouts at any point during the game, and by referee discretion.
- ☞ **Overtime:** First overtime will be two minutes, with the clock stopping on dead balls in the last ONE minute of overtime, or by referee's discretion. **Second overtime will be sudden death (first to score—FT or FG—wins).**
- ☞ **Bonus:** One and one bonus will be shot on the 7th team foul. **Double Bonus:** Two shot bonus will be shot on the 10th team foul.
- ☞ **Time-outs:** There will be two 30-second time outs per half, which do not carry over from half to half (or to overtime). There will be one 30-second time-out per overtime, which does not carry over from 1st overtime to 2nd overtime.
- ☞ **Pressing:** 7th & 8th grade divisions: with a 20-point lead or more, no press is allowed. 5th & 6th grade divisions: with a 15-point lead or more, no press is allowed. Teams in the 4th grade division may only press in the last two minutes of each half, if less than a 15-point lead. Teams in the 3rd grade division may only press in the last ONE minute of the 2nd half ONLY. No press in the 2nd grade division.
- ☞ **Defense:** Any defense is allowed. (i.e., Man-to-man or zone)
- ☞ **20 Point Lead:** If a team is down by 20+ points in final two minutes of the 2nd half, the clock will only stop during timeouts and injuries.
- ☞ **3-Point FGs:** Three-point field goals are allowed in all age groups.
- ☞ **Ball Size:** Boys 9U-12U Use 28.5", Boys 13U-14U Use Regulation Ball, All Girls Use 28.5.
- ☞ **Technical Foul:** Technical fouls will result in an automatic two points and the ball for the offended team.
- ☞ **Pool Play:** Because teams are guaranteed a minimum number of games, for any team to advance from pool play to a bracketed portion of the tournament, the team must compete in all pool games.
- ☞ **Forfeit Rule:** To keep the tournament games on schedule, a team that arrives more than 15 minutes late will start the game with a 15-0 deficit. The game will then consist of two 12-minute halves. If a team is more than 20 minutes late, the team will forfeit the game. The score will be recorded 15-0 in the official tournament standings.
- ☞ **Seeding Criteria:** Seeding is based on the following criteria, in the order shown:
 1. Win/Loss Record
 2. Head-to-Head Competition (may not be applicable in a 3-way tie)
 3. Point Differential (Maximum of +15 and -15 per game...applies to pool games only)
 4. Defensive points allowed in pool games only
 5. Offensive points scored in pool games only
 6. Automated Coin Flip
- ☞ **Age Groups:** Complete age rules can be found online: www.nationalsummerclassic.com.
- ☞ **Protest:** The head coach must inform the site or tournament director PRIOR to the START of the game. A protest can only be filed by the HEAD COACH of a team. At the time of protest, the head coach must produce a \$100 cash protest fee, which will be returned only if the protest is won. Protests filed without the \$100 cash fee will be deemed immediately invalid. If the reason for protest is age/grade related, the protesting team must first produce age and grade documents for its entire team. Then, tournament officials will verify age and grade of the team being challenged. Teams found in violation of the age/grade rules are subject to forfeiture with no refund. The tournament director has final say on all protests.
- ☞ **Fighting:** Penalty for any player, coach, or fan who engages in a fight is ejection for the duration of the tournament.
- ☞ **Additional Rules:** In addition to the rules listed on this document, games will be governed by NFHS rules. The tournament director reserves the right to make rulings in the greater interest of the tournament if necessary. Those rulings are final.