

## **Evolve Events Basketball Rules**

The National High School Federation Rules and Regulations (NHSF) will apply with the following exceptions.

**I. All Games will be played as follows:**

- Grades 7<sup>th</sup> – 12<sup>th</sup> will consist of two 14-minute halves and will use a 29.5 size basketball.
- Grades 3<sup>rd</sup> – 6<sup>th</sup> will consist of two 12-minute halves and will use a 28.5 size basketball.

**II.** No game will start more than 10 minutes before the scheduled game time unless both coaches agree. There will be a minimum of a 3-minute warm-up period. Halftime will be 5 minutes if we are on time, if not, halftime will be what the time frame allows.

**III.** Timeouts: Each team will receive two, 30 second timeouts per half w/ no carryover. Each team will have one, 30 second timeout in the overtime period.

**IV. Overtime:**

- 2 minutes for all divisions
- Sudden death (first team to score) after 1<sup>st</sup> OT

**V.** Two (2) direct technical fouls during a game on a player, coach, or team representative will result in their disqualification for the next game of the tournament. Coaches and players **MUST** leave the building if they are removed from the game. Fighting and gross unsportsmanlike behavior can be more than one game and is at the discretion of Evolve Events staff.

**VI.** Each team is responsible for their warm-up and game balls and or any other items brought into the game. EE is not responsible for items lost.

**VII.** If a team forfeits two games by not participating; the team will be disqualified from the event and cannot participate in bracket / tournament play.

**VIII. Mercy Rule:** Once a team is leading by 20 points anytime in a game, the clock will continue to run. The only time the clock will stop is for injuries or timeouts. If the lead falls below 20 points, the clock will again be stopped for all whistle stoppages.

**IX. Bonus:** Teams will **ONLY** be rewarded two bonus FT's when the opposing team reaches 10 team fouls in a half.

**X. Full Court Pressing:** Pressing is allowed in 5th grade and above, all ages must retreat to half court after a 20-point lead at any time during a game. In 4<sup>th</sup> grade divisions and below, pressing is only allowed if both coaches agree to it before a game begins.

**XI. Tie Breakers for Determining Bracket Seeds or a Pool Play Champion:**

1. Head to head results between teams, if still tied go to step 2
2. Point differential between common opponents, if still tied go to step 3
3. Point differential for all opponents, if still tied go to step 4
4. Coin flip

**XII. Player Participation**

- a player **MAY NOT** participate in more than one division of a bracketed or tournament style event
- a player **MUST** be listed on every scoresheet during an event to be eligible to participate in any game of that same event