

Lone Star National Championship
August 1-2, 2026
Key Rules

1. GAME TIME

14 minute stop clock (grades 7 - 12)

12 minute stop clock (grade 4 - 6)

Clock with run if leads reaches 20 points and will stop back if lead gets back to 15 points.

2. TIME OUTS

4-30 SECOND TIME OUTS. Use any manner.

3. HALF TIME

Halftime will be for a 2 minute maximum.

4. START OF GAME

There should be a 2 minute minimum warmup time.

5. FOULS

A player fouls out on their 5th foul.

6. OVERTIME

1 minute stop clock. 1 time out for overtime. No carry over timeouts from regulation. Sudden death in 3rd overtime.

7. FREE THROWS

1 & 1 on the 10th team foul.

8. GAME OVER

If a team is trailing by at least 20 points during the last 2 minutes of the game, the game will be called over.

9. TEAM BENCH

Top team or team on left is home and will wear white. Bottom team or team on the right will wear dark.

10. SCORE KEEPER/CLOCK OPERATOR

Each team is provided a tournament pass for them to provide a clock operator or scorekeeper.

11. BALL SIZE

Boys up to grade 6 only will use the 28.5" ball. Tournament organizer will not provide game ball or balls to warmup.

12. GAME TIME ADJUSTMENTS

Tournament Director reserves the right to adjust tournament game times to maintain schedule as required.

13. GRADE DIVISIONS

Divisions are determined by the players grade as of the 2025-2026 school year. Coaches must keep copies of players' report card for player verification. Birth certificates can be used as a last resort as long as it falls with the tournament governing rules. Even if a player is grade eligible, no player can play in a division where the player is 2 years older than the appropriate age for that division.

14. PLAYER PROTEST

Any player protest must be accompanied with a \$200 per player protest fee. Detailed information including player number and name MUST be provided. No protest will be heard regarding an entire team. Tournament Director or tournament staff decision is final. All protest are required to be done prior to the start of an event.

15. ON COURT CONDUCT

If a player or coach is ejected from a tournament game for fighting they are ineligible for the remaining tournament. If a coach or player is ejected from a game by the officials not involving fighting, they must immediately leave the playing area immediately.

16. TIE BREAKING RULES

If 3 or more teams are tied, the aggregate point differential, or positive points, from all tournament games will be used to determine all 3 teams final standing. Example

Team A +3, -8, +15 Total 10 (2nd)

Team B -5, +9, 1 Total +5 (3rd)

Team C +15, +15, -1 Total 29 (1st)

Positive points are awarded based on the final score for tournament games. Teams can accumulate a maximum of 15 positive points per game. Games won by forfeit will result in 15 positive points.

If teams in pool play have an uneven number of games, bracket play will be determined by overall win %. If teams with uneven number of games have an equal win %, the team with the most number of games will be seeded higher.