



# PLAYING RULES

## Premier Grassroots Nationals



1. National High School Federation rules will be followed with the few exceptions listed below.
2. The facilities will open 30 minutes prior to game time.
3. All players must enter through entrance labeled "Player Entrance"  
All coaches must present their credentials to enter.
4. Each player will be allowed 6 fouls before being disqualified.
5. All games will be played in two sixteen minute halves. In the event of an overtime, a **three minute overtime** will be played. The third overtime will be played in sudden death with the possession area dictating who will inbound the ball from the opposite baseline.  
**EXCEPTION:** If the game is in the championship winner's line of advancement, the game will continue with three minute overtime periods until a winner is determined.
6. There will be a **three minute** rest period **between halves**.
7. Teams will be allowed to call three full time-outs and one twenty second time-out during the regulation game. **One twenty second time out in overtimes per period, per team. No stored time outs will be carried forward.**
8. There will be a minimum **five minute** warm-up period **between games**. Teams must register with the official bookkeeper; failure to comply will result in a forfeiture.
9. Any vulgar language or misconduct toward officials and tournament staff will be subject to disqualification from tournament.
10. No game will begin before the time listed on the official game schedule. Teams will be given a **five minute\*** grace period to report after scheduled game time before the game will be considered a forfeit. However, we encourage all teams to make every effort to play the game even in forfeit for exposure purposes. Please call site director if you will be late. \*Subject to override by director in case of extraordinary circumstances.
11. Home team will be the top team listed and sit to the left of the scoring table. Home team will wear white or light color jerseys, visiting team will wear dark jerseys. This is a suggested rule. If uniform color conflicts arise, the teams can agree to wear opposite colors. Home team will provide a scorekeeper visiting team a clock operator.
12. **Mercy rule.** Voluntary at 30 points with 5 minutes and 20 points with 3 minutes remaining in the game. After mercy rule is elected, it cannot be retracted. Mercy rule consists of a running clock only. If the point differential gets closer than 20 after the rule is elected, the clock will go back to regulation until the spread is once again above 20.
13. Pool placing will go in the order: W-L, head to head, point differential, points allowed, points scored

