



TOURNAMENT PLAYING RULES

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***Pay special attention to Numbers 2, 12 & 13.**

1. National High School Federation rules will be followed with the few exceptions listed below.
2. **All free throws are played on the release!!!**
3. Each player will be allowed a total of six (6) fouls before being disqualified.
4. All games will be played in four (4) eight (8) minute stop-clock quarters.
5. The first overtime period will be sudden death. The first team to score a point wins the game. Each team gets an additional 30 second timeout during overtime.
6. There will be a rest period between quarters of 45 seconds. There will be a half time of one minute and thirty seconds between the second and third quarters.
7. Teams will be allowed to call two (4) thirty second time-outs during the regulation game.
8. There will be a minimum of three (3) minute warm-up period between games.
9. All teams are expected to arrive for games AT LEAST 45 minutes prior to scheduled start times. A five-minute grace period will be allowed before a forfeit is declared. If any team is knowingly unable to make their scheduled game, they must notify the Tournament Director in advance.
10. Coaches must enter their team roster (number and last name) in the book before each game.
11. Bonus (1 & 1) will begin on the 10th foul in a half. However, there is no double bonus. Fouls will reset every HALF.
12. **Inside the last two minutes of the fourth quarter, the second team foul committed will result in a one-and-one situation.**
13. **Running clock will start when a team is up 30 points in the second half only! If the lead is cut under 20, the clock will stop again.**

