

TOURNAMENT RULES

(Last modified: 07/19/2018)

National Federation High School (NFHS) Basketball Rules apply to the tournament in both the competitive and recreational divisions, except where modified below:



SCOREKEEPERS / TIMERS

- Each team must provide either a scorekeeper, or a time keeper/scoreboard operator.

GAME DURATION

- Game Clock for Boys 15U, 16U, 17U will consist of **two, 16-minute halves, with a STOP CLOCK** at all whistles.
 - Mercy Rule: If there is a 20 point lead or greater in the last five minutes of the second half, the clock will continue to run.
 - Mercy Rule: If there is a 20 point lead or greater in the last TWO minutes of the second half, the game will be CALLED.
- Game Clock for all Girls Teams, and Boys Teams 14U and younger will consist of **two, 20-minute halves, RUNNING CLOCK**
 - Clock will stop for timeouts, and on each whistle for the last TWO minutes of the second half.
 - Mercy Rule: if there is a 15 point lead or greater in the second half, the clock will continue to run.
- Half-time will be allotted 5 minutes. If the court is more than 10 minutes behind schedule at the beginning of the game, the officials should reduce Half-time to 3 minutes.
- Games should not start earlier than scheduled Game Time.

FOULS

- For Older Boys Divisions 15U, 16U, 17U / Grades 9, 10, 11 - players will be allowed a total of 6 fouls, Girls and all other Boys: **5 fouls.**

TIME OUTS

- Each team will have 3 (three), 45-second time outs per game. Time outs are cumulative. The clock will stop during time outs.

OVERTIME

- If a game is tied at the end of regulation play, a 2-minute stop-clock overtime period will be played. Each team will be allotted ONE time out.
- If the game is still tied after the 2-minute overtime period, the game will proceed to Sudden Death Overtime.
In Sudden Death Overtime, the first team to score a point (free-throw or field goal) wins the game.

SEEDING TIES

- Seeding tie-breakers used to advance from Pool Play to Elimination Round are determined as follows (15 pts is max differential used for seeding):
 - 1 If 2 teams are tied:
 - (a) Head-to-Head result determines the higher seed
 - (b) Point Differential in all games played between tied teams determines the higher seed
 - (c) Point Differential in all games played determines the higher seed
 - (d) Total points allowed will be used to break the tie.
 - (e) If the 2 teams are still tied after 1(d) is calculated, a coin flip will determine the higher seed.
 - 2 If more than 2 teams are tied:
 - (a) Point Differential in all games played between tied teams determines the higher seed
 - (i) If 3 or more teams are still tied go to 2b
 - (ii) if 2 teams are still tied after 2(a) is calculated, go back to 1(a) to break the tie
 - (b) Point Differential in all games played determines the higher seed
 - (i) If 3 or more teams are still tied go to 2c
 - (ii) if 2 teams are still tied after 2(b) is calculated, go back to 1(a) to break the tie
 - (c) if 3 or more teams are still tied, total points allowed will be used to break the tie.
 - (i) If 3 or more teams are still tied go to 2d
 - (ii) if 2 teams are still tied after 2(c) is calculated, go back to 1(a) to break the tie
 - (d) if 3 or more teams are still tied, a coin flip will determine the higher seed(s).

EJECTIONS / TECHNICAL FOULS

- Any coach recorded on the official score sheet as ejected for fighting will be removed for the remainder of the tournament.
- Any player recorded on the official score sheet as ejected for fighting will be prohibited from playing in the next scheduled game; and will need to receive Tournament Director approval to play in the next game after the game sat out.
- Any coach or player ejected for non-fighting reasons will be placed on probation and will need to receive Tournament Director approval to coach or play the next game.
- Any coach or player found to receive multiple technical fouls and/or being ejected from multiple games will be subject to Tournament Discipline, which may include being removed for the remainder of the tournament.

UNIFORMS

- Teams are required to have their own uniforms, in both light and dark jersey. During pool play, the home team should wear light, the home team is the first team listed on the schedule. During playoffs, the higher seed can choose light or dark, and the lower seed must comply. Disputes should be settled on the court by the referee - play the game.

BALL SIZE

The following ball sizes should be used:

- 28.5 / Intermediate / Women's Official Size should be used for all Girls' Teams
- 28.5 / Intermediate / Women's Official Size should be used for all Boys' Teams: 4th Grade and younger
- 29.5 / Official Mens' Size ball should be used for all Boys' Teams 5th Grade and older.

EXCEPTION TO THE RULES FOR 4TH GRADE AND YOUNGER GIRLS AND BOYS TEAMS

- Younger teams playing up in age shall play by the rules for the division they are playing in.
- FULL COURT PRESS: for 4th Grade & younger divisions, full court press is allowed, but NOT if 20-point margin at any time.
- BALL SIZE: 4th Grade & younger boys' divisions shall use the 28.5 / Intermediate / Women's Official Size game ball.

ALL DISPUTES MUST BE SETTLED ON THE COURT, BY THE GAME OFFICIALS - NO PROTESTS