



## TOURNAMENT RULES

(MHSAA Rules apply except for the following)

### Running Clock

1. Games will consist of two 20 minute running halves.
2. The clock will stop the last 15 seconds of the first half and last 2 minutes of the second half.
3. Overtime is 2 minutes of "stopped clock" play. After the first overtime sudden death will apply. A jump ball for each overtime is used.
4. There are two, 1 minute time outs per half. These do not carry over if not used. There is one, 1 minute time out for each overtime period.
5. Half time is 3 minutes.
6. Five players are required to start the game.
7. Game time is forfeit time.
8. Full court press is allowed the entire game. (Please show sportsmanship)
9. A player or coach receiving two technical fouls in a game will be ejected from that game.
10. If there is a 20 point spread at any time during the last 2 minutes of the game, the clock will run (except for time outs called).
11. Double bonus starts at 5 team fouls. Team fouls are reset at the 10min mark of each half.

### Tie Breaker

1. Win/Loss Record
2. Head to Head
3. Point Differential (+/- 35pts max)