



# BORDER BATTLE Invitational

## TOURNAMENT RULES

The National Federation of High Schools Basketball Rule Book will be followed with the following points of emphasis:

1. The team listed on the top or the left of the pool/bracket will be designated as the home team, and will be responsible for keeping the game's book (if a book keeper is not provided by Minnesota Heat).
2. 4<sup>th</sup>-6<sup>th</sup> grade games will use a 28.5 women's basketball. 7<sup>th</sup> and 8<sup>th</sup> grade games will use a men's regulation sized basketball.
3. All games will be 14 minutes stop time halves.
  - a. If a team leads by 20 points in the last 7 minutes of the 2nd half, "RUNNING TIME" will be in effect. The clock will return to stop time if the score differential is brought back to 10 points or less.
4. The first overtime will be 2 minutes stop time. All subsequent overtimes will be 1 minute stop time overtime until a winner is determined.
5. Three minute half time.
6. In 4<sup>th</sup> grade, pressing and zones are only allowed in the 2<sup>nd</sup> half. There is no restriction to pressing or zones in all other grade levels. No pressing with a lead of 20 points or more.
7. Three 60 second time-outs per regular game. One time-out per overtime. No carryover of time-outs to overtime.
8. No protests. Referee and tournament officials will settle all disputes on the spot. **The tournament director has final say on all issues pertaining to the tournament teams, rules etc.**
9. Bonus shots: 1 & 1 will be shot on 7<sup>th</sup> – 9<sup>th</sup> team fouls and 2 shots on the 10<sup>th</sup> and higher team fouls per half. Players will foul out on their 5<sup>th</sup> personal foul. Free throws will be played on the release.
10. If a coach or player is ejected, per NFHS rules, they must sit out the next game. **This rule will be enforced!**
11. All technical fouls will award the opposing team 2 free throws and possession of the ball.
12. Tiebreakers involving 2 or more teams will be as follows: 1) head to head, 2) point differential, 3) points allowed. If there is a 3 way tie, point differential is used to determine the champion. Head to head is used to determine the 2<sup>nd</sup> and 3<sup>rd</sup> place. **The max point differential is 15.**

13) Any forfeit will be scored 15-0. Failure to show up within 15 minutes of game time will result in a forfeit.

14) All jersey numbers are legal, 0-99.

15) Players may play on 1 team and 1 team only.