

TOURNAMENT RULES

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

- 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)
- All games will be 14 minutes stop time halves.
 - 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.
- The first overtime will be 2 minutes stop time. All subsequent overtimes will be 1 minute stop time overtime until a winner is determined.
- Three minute half time.
- In 4th grade, pressing and zones are only allowed in the 2nd half. There is no restriction to pressing or zones in all other grade levels. No pressing with a lead of 20 points or more.
- Three 60 second time-outs per regular game. One time-out per overtime. No carryover of time-outs to overtime.
- 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.**
- Bonus shots: 1 & 1 will be shot on 7th – 9th team fouls and 2 shots on the 10th and higher team fouls per half. Players will foul out on their 5th personal foul. Free throws will be played on the release.
- If a coach or player is ejected, per NFHS rules, they must sit out the next game. **This rule will be enforced!**
- All technical fouls will award the opposing team 2 free throws and possession

of the ball.

- 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 2nd and 3rd 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.