

Tournament Rules

Updated 11/24/2025

General – All divisions

Tournament play will be governed by the most recent release of High School Federal Rule Book with the following exceptions:

1. Clock:
 - a. All games will consist of two 20-minute halves (running clock).
 - b. Clock will stop the last 30 seconds of the first half.
 - c. Clock will stop the last 2 minutes of the second half (as long as neither team leads by 20 or more points).
 - d. There is no 30-second shot clock
 - e. The 10-second backcourt rule applies.
 - f. Each team will receive 2 full time-outs per half. Time-outs do not carry over to the 2nd half or overtime. Each team will receive 1 full time-out in the first overtime only.
 - g. Warm-up time is 3 minutes or until game time, whichever is longer.
 - h. Halftime is 3 minutes.
2. Overtime
 - a. First overtime is 2 minutes; the clock will stop during the last minute of overtime.
 - b. Second overtime is sudden death beginning with a tip-off. First team to score is the winner (this includes free throws).
3. Technical fouls and intentional fouls will result in the opposing team receiving 2 points and the ball out of bounds.
4. Double Bonus on 8th team foul in a half. Team fouls reset at halftime. Team fouls do not reset in overtime.
5. Players and Coaches ejected from a game will be ineligible for the next game of the tournament.
6. Coaches are responsible for the conduct of their players and fans/spectators and expected to deescalate conflicts. Head coaches will receive any technical foul(s) given to any spectator supporting their team. Two technical fouls in any single game results in ejection from that game and the next game of the tournament.
7. The Site Coordinator has the right to ask any spectator to leave the facility for unsportsmanlike behavior. Any game official has the right to ask the Site Coordinator to ask any spectator to leave the facility for unsportsmanlike behavior. There will be no exceptions to this rule, even if the spectator thinks the game official is being unjust. The game will not proceed until the individual leaves the facility. The team responsible for the individual will forfeit the game if the individual refuses to leave.
8. Tie breaker rules for pool play (and round robin divisions that have no bracket games):
 - a. Winner of head-to-head game
 - b. Score differential in all pool play games (max. +/- 15 points per game)
 - c. Fewest points allowed by opponents for all games played in pool play
 - d. Coin Flip (doesn't apply to round robin. In the off chance there is still a tie after the other tiebreakers, both teams would be awarded the higher finish).
9. Uniforms - any team that does not have reversible jerseys will need to bring scrimmage vests/pennies to the tournament that are a different color than their team uniform. If two teams with similar colored uniforms are playing each other, the home team (the team listed last/on the bottom) will be required to wear their lightest colored side of their reversible jersey.
10. NFHS Rule 3-5-7: Jewelry is prohibited (including taped earrings). Religious and medical-alert items are not considered jewelry.
11. Players can only play for one team per grade level.
12. Tournament Director(s) reserves the right to adjust tournament schedule (i.e. warm-ups, halftime, etc.), if necessary to get back on schedule.

Specific division rules on next page

All 4th Grade Divisions

1. Man-to-man defense only (no zone defense or trapping allowed). Defenders must be within six (6) feet of the offensive player when they are within the 3-point arc. A defensive player may leave the person they are covering momentarily (defined as 2 seconds or until original defender recovers) to “help-side” an offensive player with the ball who has beaten their defender as long as it is within the 3-point arc. A defender may momentarily (defined as 2 seconds or less) leave the person they are covering to double-team an offensive player who has the ball as long as that offensive player is within the 3-point arc. Double-teaming an offensive player who does not have the ball is not allowed.
 - a. Coaches are expected to honor these rules. If the officials determine that the athletes are not playing man-to-man defense, they will stop play to provide a warning to the Coach and instruct the defender(s).
 - b. Officials may award 2 points and possession to the offense if they determine that the defense has not heeded the warnings and repeatedly violates the defensive rules. The Tournament Director has the discretion to disqualify a Coach or the full team if the Coach disregards these tournament rules regarding zones and double-teams.
 - c. Violations of the defensive rules that result in 2 points being awarded will NOT be counted as personal and/or team fouls.
2. No guarding in the backcourt.
3. On a free throw, a player can step on or jump over the free throw line while shooting as long as they wait until the ball touches the rim before attempting to get the rebound.

All other Divisions

1. All defenses are allowed.
2. No guarding in the back court by either team if one team is ahead by 20 or more points. Teams may return to guarding in the backcourt once the lead drops to 15 or below.

