

2020 Midwest Hoop Fest Rules

- ☞ **Arrival:** Each team should arrive at least 15 minutes before scheduled game time. If the court is available, games may begin UP TO 10 minutes before scheduled time as long as BOTH coaches agree.
- ☞ **Admission:** Two coaches and one score/timekeeper are allowed entry into the games without paying admission.
- ☞ **Score/Time Keeper:** Each team is responsible for providing one adult, at least 18 years of age, to run the clock, or keep the scorebook. The scorebook will be kept at the scorer's table, and there can be no coaching by the person while keeping the scorebook or the clock.
- ☞ **Team Check-In:** Each coach must stop at the admission table when arriving for their first game to receive their team packet. Each coach, assistant coach, & score/time keeper must check-in individually to receive their tournament wristband. Only three passes will be issued. Coaches should include any players that may play in any game of the tournament on your roster for their first game, even if they are not present at the first game.
- ☞ **Roster:** No player may be listed on two team rosters in the same age group.
- ☞ **Pre-game warm-up:** Pre-game warm-up will a minimum of three minutes, and will be more if time allows.
- ☞ **Halftime:** Halftime will be a minimum of three minutes and maximum of five minutes.
- ☞ **Two 18-minute halves:** The clock will only stop during time-outs (and by referee discretion), except for the last two minutes of each half of regulation play when it will stop on all dead balls.
- ☞ **Overtime:** First overtime will be TWO minutes, with the clock stopping on dead balls during the last ONE minute only or by referee's discretion. Second overtime will be sudden death (First point scored wins – FT or FG).
- ☞ **Bonus:** One and one bonus will be shot on the 7th team foul. **Super Bonus:** Two shot super bonus will be shot on the 10th team foul.
- ☞ **Time-outs:** There will be TWO, 30-second time outs per HALF, which do not carry over. There will be ONE, 30-second timeout per team per overtime, which does not carry over from overtime to overtime.
- ☞ **Pressing:** 7th & 8th grade divisions: with a 20-point lead or more, no press is allowed. 5th & 6th grade divisions: with a 15-point lead or more, no press is allowed. Teams in the 4th grade division may only press in the last two minutes of each half, if less than a 15-point lead. Teams in the 3rd grade division may only press in the last ONE minute of the 2nd half ONLY.
- ☞ **20 Point Lead:** When a team is down by at least 20 points in the last two minutes of the 2nd half, the clock will only stop during timeouts and at the officials' discretion.
- ☞ **3-Point FGs:** Three-point field goals are allowed in all age groups.
- ☞ **Ball Size:** Boys 9U-11U Use 28.5", Boys 12U-14U Use Regulation Ball, All Girls Use 28.5"
Note: 12U boys may use a 28.5 ball only if BOTH coaches agree prior to the start of the game.
- ☞ **Technical Foul:** Technical fouls will result in an automatic two points and the ball for the opposing team.
- ☞ **Pool Play:** Because teams are guaranteed a minimum number of games, for any team to advance from pool play to a bracketed portion of the tournament, the team must compete in all pool games.
- ☞ **Forfeit Rule:** To keep the tournament games on schedule, a team that arrives more than 15 minutes late will start the game with a 15-0 deficit and the game will then consist of two 12-minute halves. If a team is more than 25-minutes late, the team will forfeit the game. The score will be recorded 15-0 in the official tournament standings.
- ☞ **Seeding Criteria:** Seeding is based on the following criteria, in the order shown:
 1. Win/Loss Record;
 2. Head to Head Competition;
 3. Point Differential (Maximum of +15 and -15 per game...applies to pool games only)
 4. Defensive points allowed in pool games only;
 5. Offensive points scored in pool games only;
 6. Coin Flip
- ☞ **Age Groups:** Complete age rules can be found online: www.nationalsummerclassic.com.
- ☞ **Additional Rules:** In addition to the rules listed on this document, games will also be governed by NFHS rules. The tournament director reserves the right to make rulings in the greater interest of the tournament if necessary. Those rulings are final.