

# **G.O.A.T SPRING SESSION - TOURNAMENT RULES**

*“ALL NFHS Rules Apply except for the following”*

## **LENGTH OF GAME:**

- 15U, 16U, and 17U will play Two 22 minute running clock halves. Clock stops last 2 minutes of 2<sup>nd</sup> half unless lead is greater than 15 points.
- 3<sup>rd</sup>-8<sup>TH</sup> will play Two 20 minute running clock halves. Clock stops last 2 minutes of 2<sup>nd</sup> half unless lead is greater than 15 points.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.
- **IF A TEAM IS UP 20 or MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.**

## **FREE THROWS:**

- At the 7<sup>th</sup> team foul in a half, the opposing team shoots 1&1. NO Double Bonus

## **MISCELLANEOUS:**

- One Coach may stand unless they receive a technical foul.
- If player or coach ejected, they will NOT play or coach in next game.
- Fighting will NOT be tolerated. Players, Coaches or Fans involved in fighting will be disqualified from the event.
- 5 personal fouls
- No warm-up basketballs provided and Home teams provides game ball.
- All divisions will use 28.5 basketball.
- Free throws are played on the release.
- Players may NOT wear jewelry
- 1<sup>st</sup> team listed in pool play or top of bracket is Home team and will wear light jersey.
- Each team needs to provide help at the table.
- **Tournament Director has Authority to override any rules**

## **OVERTIME:**

- 1<sup>st</sup> overtime will be 1 minute (Stop clock). 2<sup>nd</sup> overtime will be sudden death.

## **TIMEOUTS:**

- 3 (full) timeouts per game. One full timeout per overtime period, no carry over.

## **TIE BREAKER:**

**1. Head to Head 2. Point Diff (+,-20 max) 3. Points Scored 4. Points Allowed**

## **SPORTSMANSHIP:**

I think we should all take pride in teaching the youth about proper sportsmanship. I have no problem removing fans, coach's, players if necessary. Have fun and remember that it is all about the kids!