



THE SEASON OPENER / MIDDLE OF THE MAP MAYHEM – EVENT RULES

ALL NFHS High School Rules Apply except for the following:

Coach Check In:

- The facility will open 30 minutes prior to 1st game. Coach must check in team prior to 1st game.

Length of Game:

- 7th and 8th Grade divisions will play (2) 14-minute, stop time halves. **The clock will be continuous at the 6-minute mark of the 2nd half if there is a 15-pt. lead. Once it falls under 15 points it is stop clock.**
- 3RD-6TH Grade divisions will play (2) 20-minute halves, running clock except last 2 minutes of 2nd half. **The clock runs if there is a 15-pt. lead in 2nd half at the 2-minute mark.**
- Mercy Rule: Game is called at the 2-minute mark of the 2nd half if a team is up by 20+ points.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.

Free Throws:

- At **8 team fouls** in EACH half, the bonus will be 2 shots. There are no 1 and 1 free throws.
- If a player is fouled while shooting, they will shoot 2 or 3 shots depending on the type of shot fouled on.

Miscellaneous:

- One Coach may stand unless they receive a technical foul.
- If ejected, the coach/player will **NOT** be allowed to coach/play in next game.
- Players get 6 personal fouls before fouling out.
- No warm-up basketballs provided and Home team provides the game ball.
- 2nd-6th Boys and All Girls teams use 28.5 basketball. 7th and 8th Boys will use 29.5 basketball
- **Regular rules for ALL divisions:** Example: pressing and zone are legal at any time.
- Free throws are played on the release and 3-point goals **do** count for all ages.
- NO PRESS when up 20 or more points for all ages.
- 1st team listed in pool play or on top of bracket is the HOME TEAM and will wear light jersey.
- **Event Staff will provide a table worker.**
- **Event and/or Site director has final authority over any disputes.**

Overtime:

- 1st Overtime will be 1 minute stop clock. 2nd Overtime sudden death/first team to score.

Timeouts:

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

Tiebreaker:

1. Head-to-Head (two teams only)
2. Point Differential (+,- 20 max)
3. Points Scored
4. Points Allowed

GREAT SPORTSMANSHIP WILL BE ENFORCED!