



PremierEventsUSA

Basketball Tournament Rules

2022

1. Competition Rules. All Tournament games will be conducted under *National Federation of High School Basketball Rules*, unless otherwise noted.

2. Uniforms. While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform. All other NFHS rules regarding uniforms and uniform numbers are waived. It is recommended, but not required, that teams have both a dark and light colored jersey.

3. Home Team Designation. In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear the lighter colored jersey. The home team should use the bench to the right of the scorer's table, as you face the floor. Each team's basket for the pre-game warm-up will be the basket furthest from its bench.

4. Game Ball/Scorekeeper/Clock Operator. The home team shall provide the game ball and a qualified scorekeeper. The visiting team shall provide a qualified clock operator. These responsibilities can be changed with the mutual agreement of both teams or at the discretion of the Event Director. A scorekeeper or clock operator can be removed and replaced at

any time by the game officials or the Event Director, whenever it is deemed appropriate to do so. Volunteer scorekeeper/clock operators must refrain from cheering for their respective teams while acting as scorekeeper/clock operator.

5. Ball Specs. The intermediate size ball (“28.5”) will be used for the 2nd, 3rd, 4th, & 5th, grade Boys’ divisions and all Girls’ divisions. All other divisions will use the regulation size ball (29.5”). Limited Exception: the intermediate size ball may be used for 7th grade boys divisions to be consistent with state association rules, at the discretion of PremierEventsUSA. Practice and game balls will NOT be provided.

6. Regulation Clock and Exceptions.

6.1. Unless otherwise noted, a regulation stop clock will be used with following game length:

- 6.1.1. Grades 2 thru 4: 12-minute halves
- 6.1.2. Grades 5 & 6: 14-minute halves.
- 6.1.3. Grades 7, thru 12: 16-minute halves

6.2. All overtime periods will be 3 minutes.

6.3. Running Clock Rule (“25/20 Rule”):

- 6.3.1. Grades 2 & 4: When a team leads by 25 points or more anytime during the game, a running clock will be used.
- 6.3.2. Grades 5, thru 12: When a team leads by 25 points or more during the 2nd half of a game, a running clock will be used.
- 6.3.3. If the lead is reduced below 20 points for all grades, the regulation clock is resumed.
- 6.3.4. Anytime the running clock is used, the clock is stopped only for time-outs, injuries or at the officials' discretion.

6.4. Half-Time will be 5 minutes (Half-Time length may be reduced at the option of the Site Director).

6.5. Pre-game Warm-Up will be 5 minutes (the Warm-Up time length may be reduced at the option of the Site Director).

6.6. Half-Time Warm-Up is available for team members in uniform and playing in the next scheduled game.

7. Free Throws. Teams will shoot 1&1 free throws on the 7th, 8th, and 9th team fouls. Teams will shoot the double bonus beginning with the 10th team foul and all *in the act of shooting* fouls.

8. Timeouts. Each team will be allowed 2 thirty-second timeouts per half. One additional timeout will be allowed for each overtime period. Players are permitted to sit on the bench during a time out.

9. Pressing Rules (25/20 Rule).

9.1. Grades 2 & 4: Teams are not allowed to press beyond half court with a 25 point or more lead anytime during the game.

9.2. Grades 5, thru 12: Teams are not allowed to press beyond half court with a 25 point or more lead in the **2nd half**.

9.3. If the lead is **reduced below 20 points**, teams are then allowed to press beyond half court.

9.4. The first violation of the “no press” rule will draw a warning from the officials; subsequent violations will be assessed a bench technical foul (indirect technical foul to Head Coach).

10. Tiebreaker for Pool and Round Robin Play:

10.1. Two Team Tie: Winner of game between two teams tied awarded higher place, with losing team awarded next place.

10.2. Three or more teams tied:

Step 1: Head to head record for tied teams, with placing/seeding based upon the head to head record.

Step 2: If head to head records are the same for 3 or more teams, the *Point Differential Rule* is used (each team given a point differential for each game played, with a maximum +15 or -15 differential for any one game). In the event of a forfeit, the team forfeiting shall be given -15 points and the team receiving the forfeit will be given +15 points. In the event of a double forfeit, each team is given a loss with a point differential of 0. Places awarded based upon highest Point Differential.

10.2.1. Point Differential used for all pool or round robin games. If two teams have the same point differential, winner of the head to head game between the teams is awarded the higher place.

10.2.2. If 3 or more teams remain tied; higher place is awarded based upon Point Differential for games between the tied teams only. If two teams then have the same point differential, winner of the head to head game between the teams is awarded the higher place.

10.2.3. If 3 or more teams remain tied; higher place is awarded based upon the lowest defensive points allowed for all games. If two teams then have the same point differential, winner of the head to head game between the teams is awarded the higher place.

10.2.4. If 3 or more teams remain tied, higher place is awarded based upon the lowest defensive points allowed for games between the tied teams only. If two teams then have the same point differential, winner of the head to head game between the teams is awarded the higher place.

11. Coach/Player Ejection. Any coach or player who is ejected from a game by a game official or the Site Director will not be allowed to participate in the next scheduled game for that team. Multiple game ejections may result in additional suspension or corrective action by PremierEventsUSA.

12. Behavior Standards. Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches and fans on and off the court and must promote the best sportsmanship, win or lose. The Event Director or any game official may remove a player, coach, or attendee from a game, tournament, or venue for inappropriate behavior. PremierEventsUSA may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well being of all participants, and the integrity and standards of the event. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.

13. Application of Rules. The Tournament Rules may be modified whenever PremierEventsUSA deems it to be in the best interests of the tournament to do so and all teams, coaches, players, and attendees will be bound by any such change.