



BORDER BATTLE Invitational

TOURNAMENT RULES

The National Federation of High Schools Basketball Rule Book will be followed with the following points of emphasis:

1. The team listed on the top or the left of the pool/bracket will be designated as the home team, and will be responsible for keeping the game's book (if a book keeper is not provided by Minnesota Heat).
2. 4th-6th grade games will use a 28.5 women's basketball. 7th and 8th grade games will use a men's regulation sized basketball.
3. All games will be 14 minutes stop time halves.
 - a. If a team leads by 20 points in the last 7 minutes of the 2nd half, "RUNNING TIME" will be in effect. The clock will run continuously. The clock will return to stop time if the score differential is brought back to 10 points or less. If running time is in effect, there is NO pressing.
4. The first overtime will be 2 minutes stop time. All subsequent overtimes will be 1 minute stop time overtime until a winner is determined.
5. Three minute half time.
6. In 4th grade, pressing and zones are only allowed in the 2nd half. There is no restriction to pressing or zones in all other grade levels.
7. Three 60 second time-outs per regular game. One time-out per overtime. No carryover of time-outs to overtime.
8. No protests. Referee and tournament officials will settle all disputes on the spot.
9. Bonus shots: 1 & 1 will be shot on 7th – 9th team fouls and 2 shots on the 10th and higher team fouls per half.
10. If a coach or player is ejected, per NFHS rules, they must sit out the next game.
11. All technical fouls will be awarded two points automatically.. Additionally, teams will receive possession.
12. Tiebreakers involving 2 or more teams will be as follows: 1) head to head, 2) point differential, 3) points allowed. If there is a 3 way tie, point differential is used to determine the champion. Head to head is used to determine the 2nd and 3rd place. **The max point differential is 20.**
14. Failure to show up within 15 minutes of game start will result in a forfeit
 - a. Any forfeit will be scored 20-0.
15. All jersey numbers are legal