

## 2024 Midwest Winter Classic Tournament Rules

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- ☞ **Arrival:** Each team should arrive at least 15 minutes before scheduled game time. Games may begin up to 10 minutes early only if BOTH coaches agree.
- ☞ **Admission:** Two coaches and a 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, assistant coach, & score/timekeeper must check-in individually to receive their tournament wristband. Only three passes will be issued.
- ☞ **Roster:** No player may be listed on two team rosters in the same age division. Coaches should include any players that may play in any game of the tournament on their roster for the first game, even if the player(s) is/are not present at the first game.
- ☞ **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 or by referee's discretion EXCEPT for during the last two minutes of each half of regulation play, during which the clock will stop on all dead balls (except made baskets).
- ☞ **Overtime:** First overtime will be two minutes, with the clock stopping on dead balls (except made baskets) ONLY in the last ONE minute of overtime, or by referee's discretion. **Second overtime will be sudden death (first scored point—FT or FG—wins).**
- ☞ **Bonus:** One and one bonus will be shot on the 7th team foul of each half. **Double Bonus:** Two shot bonus will be shot on the 10th team foul in each half.
- ☞ **Time-outs:** There will be two 30-second time outs per half, which do not carry over from half to half. There will be one 30-second time-out 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 2<sup>nd</sup> half ONLY.
- ☞ **Defense:** Any defense is allowed. (i.e., Man-to-man or zone)
- ☞ **20 Point Lead:** If a team is down by 20+ points in final two minutes of the 2<sup>nd</sup> half ONLY, the clock will only stop during timeouts.
- ☞ **3-Point FGs:** Three-point field goals are allowed in all age groups.
- ☞ **Ball Size:** Boys 9U-12U Use 28.5, Boys 13U-14U Use 29.5 Regulation Ball, All Girls Use 28.5. If BOTH coaches agree to use a 29.5 size basketball in 12U boys, it is permitted.
- ☞ **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. The game will then consist of two 12-minute halves. If a team is more than 20 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](http://www.nationalsummerclassic.com).
- ☞ **Additional Rules:** In addition to the rules listed on this document, games will 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.