



STATE TOURNAMENT RULES SHEET

1. 16 MINUTE HALVES – STOP TIME
2. IF A TEAM LEADS BY 15 POINTS OR MORE IN THE LAST 7 MINUTES OF THE 2ND HALF, “RUNNING TIME” WILL BE IN EFFECT. ANY TIME THE DIFFERENCE IS BELOW 15 POINTS THE CLOCK WILL BE STOPPED TIME.
3. 3 TIMOUTS PER GAME – ALL FULL. ONE TIMEOUT PER OVERTIME. NO CARRYOVER OF TIMEOUTS TO OVERTIME.
4. OVERTIME WILL BE 2 MINUTES STOP TIME FOR EACH OVERTIME UNTIL A WINNER IS DETERMINED.
5. HALFTIME WILL BE 3 MINUTES IN LENGTH.
6. WARMUPS – MINIMUM WILL BE 5 MINUTES, BUT WARMUPS TIME WILL BE DETERMINED FROM THE GAME BEFORE.
7. PLAYERS ARE PERMITTED FIVE (5) FOULS BEFORE FOULING OUT. TEAM FOUL RULES ARE SAME AS MSHSL GAME. SEVEN (7) FOR THE BONUS, TEN (10) FOR DOUBLE BONUS.
8. ALL TECHNICAL FOULS WILL AWARD THE OPPOSING TEAM 2 FREE THROWS AND POSSESSION OF THE BALL.
9. IF A COACH, PLAYER OR FAN IS EJECTED, THEY WILL BE ASKED TO LEAVE THE CURRENT GAME AND CAN'T PLAY THE NEXT GAME.
10. REFEREE AND TOURNAMENT DIRECTOR WILL SETTLE ALL DISPUTES ON THE SPOT.