

MIDWEST LIVE - TOURNAMENT RULES

“ALL NFHS Rules Apply except for the following”

LENGTH OF GAME:

- 15U, 16U, and 17U will play Two 16 minute stop time halves
- 4TH-8TH will play Two 14 minute stop time halves
- 3RD Grade will play Two 20 minute running clock halves. Clock stops last 2 minutes of 2nd half unless lead is greater than 15 points.
- Halftime will last 2 minutes and Warm Up will last 5 minutes.
- Running Clock if there is a 15 pt. lead in 2nd half when clock reaches the 10 minute mark. Once lead falls under 15 points the clock will stop.
- **IF A TEAM IS UP 20 or MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.**

FREE THROWS:

- At the 7th team foul in a half, the opposing team shoots 1&1. NO Double Bonus

MISCELLANEOUS:

- One Coach may stand unless they receive a technical foul.
- If player or coach ejected, they will NOT play or coach in next game.
- Fighting will NOT be tolerated. Players, Coaches or Fans involved in fighting will be disqualified from the event.
- 5 personal fouls
- No warm-up basketballs provided and Home teams provides game ball.
- 4th-6th will use 28.5 basketball. All other divisions will use 29.5 basketball.
- Free throws are played on the release.
- 1st team listed in pool play or top of bracket is Home team and will wear light jersey.
- **BOTH TEAMS MUST PROVIDE A VOLUNTEER @ THE SCORES TABLE. FAILURE TO DO SO MAY END UP IN FORFIET. THIS PERSON WILL RECEIVE A PASS THAT WILL BE GIVEN TO EACH TEAMS HEAD COACH.**
- **Tournament Director has Authority to override any rules**

OVERTIME:

- 1st overtime will be 2 minute (Stop clock). 2nd overtime will be sudden death.

TIMEOUTS:

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

TIE BREAKER:

1. Head to Head 2. Point Diff (+,-20 max) 3. Points Scored 4. Points Allowed

SPORTSMANSHIP:

I think we should all take pride in teaching the youth about proper sportsmanship. I have no problem removing fans, coach's, players if necessary. Have fun and remember that it is all about the kids!