

## RULES

1. Two 16-minute stop time halves. Clock will run in 2nd half anytime the lead is over 20 points. (14-minute halves for 8U-2nd, 9U-3rd, 10U-4th, 11U-5th, and 12U-6th)
2. Each team gets 3 timeouts per game and an additional timeout per OT period. Timeouts will NOT carry over into overtime
3. Free throws (1-1) will be shot on the 10th foul of the half. All free throws will be 2 shots on the 12th foul of the half
4. 2-minute warm up period before the game and 2-minute halftime, unless noted otherwise by site director
5. Any coach or player receiving two technical fouls will be ejected from the game and out for the following game.
6. Overtime will be 2 minutes with stop time. Second overtime is 1 minute. Third OT is sudden death
7. Players will be disqualified once they have committed their 6th foul.
8. Girls and Boys will have a 10-second back court violation.
9. When the lead is at or over 20 points in the second half, the clock will run. Once the lead is under 20, it will go back to stop time.
10. 8u-6th grade boys AND all girls will use a 28.5 ball. All boys 7th grade and older will use a 29.5 ball. If 4th-6th grade boys coaches agree to use a 29.5, the Select Events will allow this.
11. No pressing when the lead is above 20 points.
12. When determining the team who advance to playoffs: In a 2 team tie use head to head results. In a 3-team tie or if tied teams didn't play each other, use point differential (all games will be included and maximum point differential for each game is 20 points). If there is a 3 way tie in a pool where 2 teams advance, the tied team with the highest point differential advances in 1st seed. The tie breaker for the 2 other teams will be head to head, and then point differential. In the scenario where 2 teams are tied, have not played head to head, and have the same point differential, the next tie breaker is points allowed. The team who allowed less points will advance.
13. Players are allowed on one additional team as long it is ABOVE their age group and WITHIN their program.
14. If a team forfeits a game, they CANNOT advance from Pool Play.
15. Formal complaints and protests must be submitted in writing to **[zach@selecteventsbasketball.com](mailto:zach@selecteventsbasketball.com)**
16. Select Events expects all players, coaches, parents, spectators, and staff to act in an appropriate manner. If a situation arises, the Select Events staff may remove a person from the site.
17. Select Events will provide the clock for each game. It is the home team's responsibility to provide the book. The home team is the second/bottom team listed and will wear the lighter jersey. Home team provides the ball.
18. Teams are allowed 3 bench personnel for games, Teams will be given 2 coach wristbands and 1 scorekeeper and are required to wear them in order to enter the gym, see ticket person at each site for coach's badges.
19. In all other situations, NFHS rules will be applied. The Select Events Site Director has final say on all other rulings.

### CHALLENGES & PROTESTS:

**To make a protest, there is \$100 cash fee. The fee is refunded if the protest is upheld and forfeited if it is not. Teams challenging must have all of their proper documentation. If the challenged team does not, then the participant will be deemed ineligible.**