

IHSAA rules will apply with some exceptions.

1. Home Team will be the team listed first on the schedule. Home team will wear white jerseys and the visitor dark jerseys. If this is not feasible, the two head coaches simply work it out and inform the scorekeepers of any changes.
2. GAME TIME: Two 18-minute halves and the **clock will stop during the last two minutes of the game**. The bonus for non-shooting fouls will occur **at 10 fouls** and the player will be awarded 2 shots. If time allows, we will provide a three-to-four-minute pre-game warm-up and a three-minute half-time. The time to warm-up will start immediately after the end of the previous game. **Please be advised that we will start ahead of schedule if possible. Please get your teams to the courts early and relay this on to your parents as well.** **Exception:** if a team is leading by more than 20 points in the second half the clock will run continuously ONLY in the second half.
3. Bring your own warm-up basketballs.
4. No locker rooms available on-site.
5. Two timeouts PER GAME per team. Time outs may be carried over into sudden death (or in the championships game, overtime).
6. If game is tied in regulation, overtime will begin with a jump ball and be played as "sudden death." The first point scored by a team wins the contest. The exception to this is a championship game (one per grade division). In this game we will play one minute overtime with a stopped clock. Each team will be allowed one additional time out in the first overtime. After the first overtime, sudden death will apply and no ADDITIONAL timeouts granted.
7. Technical fouls result in 2 points for the other team and the ball.
8. The game ball will be 28.5 inches in circumference and selected from one of the basketballs the teams use to warm-up.
9. Teams will not be allowed to full court press if they are ahead by 20 points or more. On the first offense, a warning will be given; any additional offenses will result in a technical foul. Three point shots will count on all courts.

Tiebreakers:

The following criteria will be used if more than two teams have identical win-loss records after pool play.

1. Win-loss record
2. Head-to-head
3. Point Differential (15 point max for each game played)
4. Coin Flip