

- All Games Will be Played National High School Federation Rules.
- Halftime is 4 minutes long
- Warm-ups are 5 minutes long (minimum)
- Each team is given 3 (45 second) timeouts per game.
- No carryover in overtime.
- Each team is allowed 1 timeout per overtime session.
- A Player can only play on one team in the tournament.
- Lane entry on free throws is on the release.
- 10 second backcourt rule will be used.
- 5 second closely guarded rule will be in effect.
- Overtime will last 2 minutes
- On foul shots players allowed in the lane once the ball hits the rim
- Bonus will begin on the 8th foul: 1 and 1
- Double Bonus will begin at 11 Fouls: 2 shots
- Personal fouls: 6 per player.

Game Lengths:

7th-9th Grade
10th-11th Grade

14 Minute Halves
16 Minute Halves

Clock Stops on all normal whistles

Tie Breaker

1. Head to Head
2. Point Differential (maximum of 15 per game)
3. Head To Head

*** In a 3 way tie. The top team is 1st place based on point differential. Once that is established, 2nd and 3rd place are determined by the head to head matchup between those two teams only (the winner becomes the 2nd place team the loser becomes the 3rd place team) ****

Mercy Rule in the last 8 minutes of the 2nd half only, Clock becomes continuous if the one team is ahead by 20 or more points. If score goes below 20 points, clock stops again on all whistles.

Admission is as Follows Daily:

Adults: \$15

Senior Citizens (60+) and Children (5 & under free): \$5

Weekend Pass

Adults: \$30

Each team MUST provide 1 table operator 16 years or older. The team listed first is the book and the team listed second will run the score board. Each table operator shall receive free admission throughout the weekend and a scorekeeper bracelet.

FIGHTING AND PLAYER/COACH/SPECTATOR MISCONDUCT ON COURT OR OFF COURT IS STRICTLY PROHIBITED AT ALL OHIOBASKETBALL.COM EVENTS!

The court referee/officials have final say in all player fouls and or misconduct. Once a personal, intentional or technical foul is issued any further player misconduct could lead to an ejection and continued physical altercations after the whistle can be viewed as fighting. If the first action is deemed excessively violent any parties involved may be suspended.

Fighting will be defined as any deliberate action taken by an individual to cause physical harm to another player, spectator, coach or official.

If a referee witnesses player(s) engaging in a fight, an immediate ejection can/will follow. An ejection carries a penalty of suspension for the players/parents/coaches involved for the remainder of the tournament. The suspended parties then cannot participate in any more games for the remainder of the weekend as a player, coach or spectator. With regards to the suspended individuals if a second instance of player misconduct follows anywhere inside an event facility, the tournament director has the authority to eject the whole team.