



HOME TEAM IS ON TOP – WEARS LIGHT JERSEY

Tourney office: 970-672-0554

2015 Game/Tourney Rules – Effective 1/1/15

1. **NO player may play on more than one Team in any of our events, period.**
(See playing time NCAA Rule below.)
2. NCAA Playing time rule:
Prospective student-athletes may participate in no more than five games over a rolling two-day period and in no more than three games on any one day.
3. Current year (2015) high school graduates **may play** in our events **provided they have not committed *in writing*** to play at any NCAA member institution.
4. EVERY PLAYER who participates in an NCAA Certified event MUST ATTEND an NCAA Educational session before or after their first game.
5. EVERY team coach MUST have a VALID NCAA Coaches Approval Number. The ONLY verification will be the official NCAA Coaches Approval website. A copy of your approval email will not be proof due to instances where these emails have been altered or forged in previous events. Each approved coach must WEAR the proper Tourney Identification at all times during the event. NO EXCEPTIONS!
6. Clock operators and score keepers are furnished for each game by the Tournament, team will not have to provide either.
7. The Game rules:
 - a. 16-minute stop-clock halves. 5-minute half time. 5 minute warm up minimum.
Top team in bracket is HOME TEAM and wears light jersey.
 - b. **Coaches are responsible for parental conduct and sportsmanship**
 - c. Players will be allowed six personal fouls.



- d. **2 time outs (both 30's) per half**, use 'em or lose them. Times out unused in the second half are carried into OT.
- e. **If shot clock does not work – game resumes WITHOUT shot clock and a 10-second back court call is implemented.**
- f. High school rules:
 - 1. **There is a 30-second shot clock**, reset when shot comes off rim.
 - 2. No 10-second backcourt rule
 - 3. Over and back will BE ENFORCED.
 - 4. **"Mercy rule" in effect in second half (30-points) If score gets back to less than an 11 point differential the clock reverts back to stop clock as long as the differential remains under 30 points.**
- g. Maximum of 5-minute pre-game warm-up period if previous game runs late. IF A GAME BEGINS LATER THAN 15 MINUTES PAST SCHEDULED TIME DUE TO ONE TEAM NOT SHOWING UP ON TIME, THAT GAME is considered a forfeit. The teams may play the remaining time left with a running clock, but the game will not be a counting game towards advancement in the tourney. IT IS IMPERATIVE THAT THIS GAME BE FINISHED BY THE START TIME OF THE NEXT GAME REGARDLESS
- h. Overtimes are 2 minutes, stop-clock with one additional time out each, including a sudden death period. **After 2-OT's we are in sudden death with the first to score becoming the winner.**
- i. **On Technical fouls, two points will be awarded without shooting the free throws and possession of the ball.**
- j. **No jewelry shall be worn. This is a National High School rule and is for the safety of all individuals.**