

LIVE PERIOD RULES 2024



GAME TIME:

- All games will begin at the scheduled game time. NO EARLY START
- WARM-UP TIME: Minimum of 2 minutes
- GAME CLOCK: 2, 16 minute halves – with stopped clock on all dead balls
- HALF TIME: 2 minutes in total
- TIMEOUTS: Total 3 per regulation game
 - 2 Full and 1 :30 second timeout per game
 - 1 Timeout awarded per team in overtime, except for sudden death
 - Unused timeouts from regulation do NOT rollover to overtime

OVERTIME:

- 1st Overtime: 2 Minutes
- 2nd Overtime: 1 Minute
- 3rd Overtime: Sudden Death*

In elimination games/playoffs there would be no sudden death, 1 minute overtime periods would continue until there is a winner

RUNNING CLOCK

- In the 2nd half, if there is a 25 point lead the clock will run
- If the losing team cuts the lead to 10 points, the game will return to stop clock timing
- There is no mercy rule where the game will end before regulation

FOULS

- At the 10th team foul of the half, opposing team will shoot 1 and 1
- At the 12th team foul of the half, opposing team will shoot 2 free throws
- Fouls reset at the end of each half, except overtime where fouls roll over
- 6 personal fouls for disqualification

TECHNICAL FOULS: 2 Free Throws + Possession

- No 'seatbelt' rule
- 2nd technical for a coach or player results in ejection

ADDITIONAL RULES

- Free Throw Rebounding – On the shot release
- High School 3-Point Line
- No closely guarded rule as long as player maintains dribble
- 10 second backcourt violation

TARDINESS RULE

- Any team not on the court ready to play within 10 minutes of the scheduled start time, will start the game with a technical foul
- If teams are not ready to play within the 10 minute grace period, the game will be forfeited
- Teams must have a minimum of 5 players on court for a game to start

FIGHTING

- Any players or coaches involved in fights will be ejected for the remainder of the tournament

TIE BREAKERS

- All games will count toward league standings
- In a 2 team tie - head to head results. If there is no head to head, use point differential (all games will be included and maximum point differential for each game is 20 points).
- In a 3 team tie and the tied teams all played each other, use head to head.
- If there is a 3 team tie, all the tied teams have played each other and head to head does not break the tie, the tied team with the highest point differential advances as the highest seed. The tie breaker for the 2 other teams will be head to head.
- In the scenario where 2 teams are tied, head to head does not break the tie, and have the same point differential, the next tie breaker is Total Points Allowed. The team who allowed less points will advance.