



Rules Overview

- **Tournament Format: Double Elimination.** Each team will be guaranteed at least two games.
- **Roster Requirements:** Teams must have at least 3 players, but no more than 6. Players may be allowed to participate on multiple teams so long as they pay for each. Each player must be 16+.
- **Gameplay:** NFHS basketball rules will govern play except where otherwise noted.
- A coin flip will decide who gets ball first
- Each basket made inside the 3-point arc is worth 1 point. Each basket made outside the 3-point arc is worth 2 points.
- Each game is played to 21, win by 2 points. The cap for each game will be 25 points or 30 minutes, whichever occurs first.
- After made baskets only, teams will alternate possessions by “checking” the ball behind the top of the key and must pass the ball to a teammate before shooting.
- The ball must be taken back behind the three-point arc on each change of possession. Change of possession includes a defensive rebound, made basket, “air ball”, and any turnover.
- All fouls will simply result in possession at the top of the key for the offended team. Made shots off shooting fouls will count plus possession.
- On the 7th foul and beyond, one bonus free throw plus possession will be given.
- Intentional or technical fouls will always result in two free throws plus possession.
- Players cannot foul out, but may be ejected for any cause if deemed necessary by the court official.
- Out-of-Bounds; all balls that go out-of-bounds shall be “checked” at the top of the key.