

SUMMER TOURNAMENTS (2026) - RULES

Game Format

23-Minute Running Halves | Clock Always Stops After Timeouts | Final 2 Mins of 2nd Half
Clock Stops Only if Margin is 10 pts or Less | Clock Runs with an 11 pt Margin or More.

Time Breakdown

3-Min Warm-Up, 2-Min Halftime, 3 Timeouts Per Game (30's): OT1: 2 Mins | OT2: Sudden
Death (First 2 pts Wins) | 1 Added Timeout per OT (Max 3 Total)

Fouls & Free Throws

Double Bonus at 7th Team Foul of each Half (No 1-and-1 FT's) | Individual Foul Out = 5
Personal Fouls | Technical = 2 FT's + Possession

No Zone Defense (2nd-5th Grade | Boys/Girls) | 6th Grade & Older = Zone is Allowed

Man to Man Defense Will be Enforced for the Entire Game (Full & Half Court) = 2nd-5th Grade


- 1st Offense = Warning, Ball on Side | 2nd Offense (+) = 1 pt & Possession to the Offense

Pressing Rule (Youth Only - 8th Grade and Below)

No press allowed when leading by 25+ pts

Equipment & Jerseys

All teams should come equipped with their own First Aid materials | Home Team = Light Jerseys
| Away Team = Dark Jerseys | Ball Sizes: 28.5 = (Girls & Boys 6th & Below), 29.5 = (Boys 7th+))

 **Forfeits:** No-Show = Forfeit Loss | No refunds for Forfeited Games

Pool Play Tie-Breakers

1. Head-to-Head | 2. Point Differential (Min/Max +/- 20) | 3. Overall Point Differential |
4. Fewest Defensive Points Allowed | (Standings will calculate following each day of games)

All Other Rule Clarifications = NFHS Standard

Score Table Duties

- Home Team = Provide Someone to Manage the Game Score Sheet
- Visitor Team = Provide Someone to Manage the Score Clock

IMPORTANT: SPECTATORS, COACHES, & PLAYERS – DO NOT ABUSE CONTRACTED REFEREES OR
EVENT STAFF. EVENT DIRECTORS WILL HAVE THE FINAL SAY REGARDING ANY
EJECTIONS/DISPUTES/SUSPENSIONS/RULINGS!