

Game Rules:

Note: The SC National High School Federation Rules & Regulations will apply to all with the following exceptions:

- 1. Two halves will be played with normal clock operation (Stopped Clock):**
 - a. 2nd Grade thru 8th Grade will play two 12-minute halves**
 - b. 9th Grade thru 12th Grade will play two 16-minute halves**
- 2. 3 minutes will be allotted for pre-game warm up time and halftime. This time may be adjusted at the discretion of the gym director. Games may start ahead of schedule if agreed upon by both head coaches.**
- 3. 4 Timeouts per game (2 Full, 2 30-sec). One additional timeout per team will be allowed for each overtime period. There will be no carry over of timeouts to the two-minute overtime period.**
- 4. Two direct technical fouls on any player, coach, or team representative will result in an immediate ejection from the facility and disqualification for the following game.**
- 5. A1 Hoops will provide clock operators at all sites. The home team keeps the scorebook.**
- 6. If a team has a 20-point lead at any point in the game, the clock will run continuously except during a timeout. To resume normal clock operation, the trailing team must shrink the deficit to under 10 points.**
- 7. Each Overtime period will be 2 minutes. Each team will receive one time out. Time outs do not rollover.**
- 8. Each team is responsible for their own warm-up basketballs and game basketballs and/or any other items brought to the game. The designated home team will provide the game basketball.**
- 9. A 5-minute grace period will be extended for late-arriving teams, a forfeit will occur after this point. All decisions in this matter are at the discretion of the tournament director.**
- 10. 5 Personal Fouls Per Player**
- 11. 2 Shot Bonus Start at 10 Team Fouls...*No 1 and 1***