



## 2018 Metro State Team Camp

### Game Rules

#### Pregame:

Teams may start a game with 4 players. If a team has 4 players and it is game time, they **MUST** start. If a team is running late, it will be considered a forfeit if they arrive 15min after game time.

**Home Team:** The team listed first on the schedule will be the HOME team on the scoreboard and wear white/light uniforms.

**Warm-ups:** 3 minutes minimum

**Game time:** 20 minute halves, running clock except:

- 1<sup>st</sup> Half: Clock will stop on all whistles in last 30 seconds regardless of score
- 2<sup>nd</sup> Half: Clock will stop on all whistles in the last 2 minutes **when the lead is 10 or less points**

**Half time:** 3 minutes

**Overtime:** 2 minute with stopped clock. If the score is still tied at the end of overtime, we will play sudden death. The first team to score wins (**this includes free throws!**). Overtime and sudden death periods will start with a jump ball. **No additional timeouts will be given for overtime.**

**Time outs:** Each team is allowed **3** timeouts per game. Timeouts will be 45 seconds in length. Clock will stop for all timeouts.

**Fouls:** Bonus will be after the 7th team foul of each half. Double bonus will be after the 10th team foul of each half. Individual players will be disqualified after the 5th personal foul. All other NFHS Colorado High School rules apply.

**Free Throws: The clock will not stop**, unless a technical foul has been given or it is the last 30 seconds of 1<sup>st</sup> half or in the last 2 minutes of the game with 10 points or less differential.

#### Technical Foul:

- If technical is on a Coach, that Coach must remain seated the duration of the game.
- If a second technical foul is given to the coach, the coach will be escorted out of the gym.
- If a second technical foul is given to the player, the player will be ejected from the game.
- Two free-throws plus the ball will be awarded to the opposite team.
- *The clock will stop* once the official calls the foul and remain stopped as the two free throws are in progress. Clock will begin running when the team shooting inbounds the ball at mid-court.

#### Pool Play Tiebreakers:

1. Two teams: Winner of head to head competition.
2. Three or more teams: Head to Head if applicable, then point differential *of like opponents*. The point differential breaks the 3 way tie, and then for the remaining two teams head to head will determine seeding.
3. For pools of 3, only games within your pool count for seeding. Cross pool games do not count towards seeding.

***There is a 15 point +/- maximum in point differential. i.e. If you win by 35, it counts as +15.***

**The tournament directors have the final say in any rule or tie breaker dispute.**