

Nebraska Bison Freshman State Tournament Rules Sheet

Teams should be ready to play at the scheduled times. Any team not ready to play within five minutes of a scheduled game time will forfeit that game unless the Tournament Director waives the rule due to special circumstances.

All games officiated by NSAA certified officials.

During tournament play, the bench area will be restricted to players and designated coaches. Players and coaches shall conduct themselves in a sportsmanlike manner.

All players and coaches are to remain off the main floor until their warm-up time begins. Coaches need to have their players' pick-up all items after their game (water and gatorade bottles, tape, and personnel belongings).

Each team is required to furnish their own scorekeeper for each game.

A qualified trainer will be available on site for the entire weekend. If a player needs to be taped up before his game please make timely arrangements with our trainer. Also, the player will need to furnish his own tape or there will be a \$2 charge per ankle.

Current National Federation of High School Interscholastic Basketball Rules shall apply with the exception of the following:

Each game shall be made up of two 8 minute quarters for the first half, a five minute half time, and a 16 minute second half. The time clock will run continuously in the first two quarters, except for the last two minutes of each quarter. Normal time clock rules apply for the second half.

First half one and one free throws rule: one and one free throws will be shot on the **5th foul** in **each quarter** of the first half. All shooting fouls will be administered under normal game rules. The tenth team foul rule is NOT in affect for the first half.

Second half free throws rule: regular high school rules will apply...one and one on the seventh team foul and two shots on the tenth foul. All shooting fouls will be administered under normal game rules.

25 point mercy rule: A 25 point lead in the second half by any team will result in a running clock. The clock will stop only on called time-outs. Regulation clock will be re-instated if the losing team gets back to within 15 points.

Time outs: each team will be allocated **two full** time-outs and **two 30 second** time-outs for the game. An additional time-out will be granted to each team for overtime.

Overtime: Should a game be tied at the end of regulation, one **two minute** overtime period will be played. If the game is still tied at end of overtime, sudden death overtime will determine the winner. The first team to score a point in the sudden death overtime wins. The first made free throw or basket wins the game.

Team Roster rule: Each team must have a minimum of 10 players with a maximum of 12 players unless special permission from the tournament director is granted.

Mandatory quarters: Each player shall play at least one quarter per game. How this rule will apply: depending on number of players suited for game, teams must play one 5 or 6 player unit during the first quarter and a totally different unit during the second quarter, assuring that each player on a 10, 11, or 12 member team will play one quarter. There are no restrictions during the second half of the game.

Notification rule: It will be up to the coach to notify the officials that the opposing team does not have enough players (minimum of 10). If the coach fails to notify the officials before the beginning of the game, the opposing team coach must still play his players equally in 1st and 2nd qtrs but he has the flexibility to select which player(s) on his own team will play in both qtrs. For example: Team Blue has nine players. Team Red Coach failed to notify officials before the start of the game of the minimum of 10 players rule. Team Blue Coach must play 5 players in 1st qtr and the other 4 players in the 2nd qtr. Team Blue Coach decides who the 5th player will be for 2nd qtr.

Less than 10 player rule application: If there are fewer than 10 players on a team AND the opposing coach has notified the game officials before the game has started...a one shot technical foul will be shot for each player less than 10 (i.e. if team has 8 players suited, two one shot technical shots will be assessed but will NOT count towards personal or team foul totals). The technical foul(s) will be shot at the beginning of the 2nd quarter. The opposing coach will designate/choose the player(s) to participate in the 2nd quarter.

All decisions of the tournament director with respect to the rules shall be final.