



HIGH SCHOOL TEAM CAMP

2022 Gold Crown HS Summer Team Camp – Game Rules

Rules: The 2022 Gold Crown HS Summer Team Camp will use NFHS (National Federation of High School) rules except for the following:

A: Game Time – Each game consists of two 20-minute running halves with the clock stopping on all dead balls in the last two minutes of the first and second half. The exception to this would be if the score differential is 15 points or more during the last two minutes of the second half (the clock will continue running unless a time-out or injury occurs).

B: Fouls/Bonus – Fouls/Bonus – Shooting fouls will consist of 1 point and 1 free-throw attempt (made basket in the act of shooting: 2 points and 1 free-throw attempt). 3-point shooting fouls will consist of 2 points and 1 free-throw attempt (made basket in the act of shooting: 3 points and 1 free-throw attempt). When a team reaches the bonus (7 or more team fouls per half) they will be awarded 1 point and retain possession of the ball. However, during the last two minutes of the game and overtime(s) regular NFHS rules will be used for shooting fouls, bonus and double bonus. A player will foul out of the game on his 6th personal foul.

C: Time-outs – Each team will have three 45-second time-outs. Unused time-outs do not carry over into overtime.

D: Warm-up – There will be a maximum of four minutes to warm-up before games begin, except for the first game if time allows.

E: Halftime – Halftime will consist of three minutes. Teams playing in the next game may use this time to warm-up when current game teams are not using the floor.

F: Overtime – When a game ends with a tie score, teams will play one two-minute overtime period with the clock stopping on all dead balls. Bonus (7 team fouls) and double bonus (10 team fouls) will be used in overtime. Each team will have one 45-second time-out in the overtime. If the score is tied after one overtime period, the game will go to sudden death with the following guidelines: after a jump ball at center court, the first team to score any combination of **two** points will be the winner. Each team will have one 45-second time-out in the sudden death overtime period.

- **Scorekeeping:** Gold Crown will provide one scorekeeper to keep the clock and scorebook for all games.
- **Uniforms:** If two teams have similar colored uniforms, the officials will determine which team will switch to a different color or who will wear pullover jerseys to differentiate teams.
- **Facility Usage:** Coaches must make sure that their players and spectators respect all property and gym facilities when using the Gold Crown Field House and the other game sites.

Tiebreakers for Pool Play Games

In the case of ties between pool play teams, we will use the following tiebreakers:

1. Head-to-head competition between the two tied teams.
2. In the case of three tied teams, the first tiebreaker is head-to-head competition. The next tiebreaker is **the amount of points lost by** in each of the tied teams' loss or losses.
3. If teams are still tied after the second tiebreaker, the following will be used: two teams (head-to-head) or three teams (random draw).

Note: All pool play and cross-pool games count toward the final standings and seedings.