

2026 Gold Crown HS Summer Team Camp – Game Rules

Rules: The 2026 Gold Crown HS Summer Team Camp will use NFHS (National Federation of High School) rules except for the following:

Game Time: Each game consists of four 10-minute running quarters with the clock stopping on all dead balls in the last two minutes of the fourth quarter. The exception to this would be if the score differential is 10 points or more during the last two minutes of the fourth quarter (the clock will continue running unless a time-out or injury occurs).

Shot Clock: A shot clock will not be during the Team Camp.

Fouls/Bonus: Teams will reach the bonus when their opponent commits five fouls in each quarter. Teams will shoot two free throws for common fouls when in the bonus. Team fouls will reset at the end of each quarter. A player will foul out of the game on his/her 6th personal foul.

Roster: Each team must have a minimum of five players to start the game. A team may finish the game with less than five players. If needed, there will be a 5-minute 'grace period' for teams to have five players on the court ready for play.

Time-outs: Each team will have three 45-second time-outs. However, only two of the three time-outs carry over into the second half. Unused time-outs do not carry over into overtime.

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

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.

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. Each team will have one 45-second time-out in the overtime period. 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. There will be no time-outs in the sudden death overtime period.

Scorekeeping: Each team needs to provide one person to keep the clock or scorebook for their game. A minimum of two people are required for each game. The clock operator and scorekeeper must be age 16 or older.

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.

Unsportsmanlike Behavior/Zero Tolerance Policy

Gold Crown has implemented a **ZERO TOLERANCE POLICY** regarding unsportsmanlike behavior during Gold Crown events. Any spectator, coach, or player who is ejected from a game is automatically disqualified from attending any games for the remainder of the event. Once the person has been ejected from a game, he/she must leave the facility immediately. If the person does not leave the facility in a timely manner, the local authorities will be contacted. **Note:** If the person who was ejected attempts to attend any subsequent games during the event, the team that he/she is associated with will automatically forfeit their remaining game(s) and no refund will be given.