



## **2022 Gold Crown Spring Hoops Classic - Game Rules**

**Rules:** The Gold Crown Spring Hoops Classic will use the National Federation of High School Association's (NFHS) basketball rules *except for:*

**Game Time:** Each game consists of two 16-minute stop clock halves. The exception to this would be if the score differential is 20 points or more during the last five minutes of the second half (the clock will run unless a time-out or injury occurs).

**Shot Clock:** A 30-second shot clock will be used for 14U-17U division games only. The shot clock will reset to a full 30 seconds on any offensive and defensive rebound and on any foul, jump ball or kicked ball. Note: During the last two minutes of the second half or overtime(s), if there is a jump ball and the possession arrow indicates that the ball will remain with the offense, the shot clock will not reset. If there is a kicked ball during the last two minutes of the second half or overtime(s), the shot clock will not reset.

**Time-Outs:** Each team will have two full time-outs per half. Unused time-outs do not carry over into the second half, overtime, or sudden death. All time-outs are full time-outs; there will be no 30-second time outs.

**Fouls/Bonus:** Regular NFHS rules will be used for bonus and double bonus. A player will foul out of the game on his/her 6th personal foul.

**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 full 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.

**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 will consist of three minutes. Games will not start earlier than the scheduled start time unless both coaches agree to start early.

**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 and ready for play.

### **Unsportsmanlike Behavior/Zero Tolerance Policy**

The head coach of each team is responsible for the conduct and behavior of their assistant coach, players, and spectators. The Gold Crown **ZERO TOLERANCE POLICY** regarding unsportsmanlike behavior will be enforced throughout the tournament. Any coach, player or spectator who is ejected from a game is automatically disqualified from attending any games for the remainder of the tournament. 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 tournament, the team that he/she is associated with will automatically forfeit their remaining game(s) and no refund will be given.