**SEATTLE YOUTH BASKETBALL & NORTHWEST ALL STARS GAME RULES**

NFHS high school rules with the following exceptions:

\*\*20 minute halves. Running clock for the first 18 minutes of each half, stop clock the last two minutes of both halves. Halftime is 3 minutes.

\*\*Warm up will be the time until the next scheduled game, or a 4 minute minimum warm up, whichever is greater. Games should start at the designated time unless both coaches agree to start early and the gym manager is also made aware of the early start. If a team does not have five players present at the designated game time in order to start an official game, but that fifth player will arrive within five minutes, the gym manager may allow for a 5 minute grace period, and the entire official game may still be played. Any game started any number of minutes after the scheduled start time due to one team not being prepared to start the game on time must have that number of minutes taken away from the total time played, and if that game time is shortened then the official result of the game will be a forfeit in favor of the team that was ready to play on time.

\*\*Each team gets **two 30 second time outs per half**. No carryover of timeouts from the first half into the second half, nor from the second half into overtime. Each team will be allowed only one 30 second timeout in the event of a first overtime.

\*\*No shot clock. 10-second backcourt will be called. 5 second closely guarded will be called as it is with boys’ high school rules, both dribbling and held ball.

\*\*Overtime. In the event of a tie at the end of regulation, we will play an untimed “sudden death” overtime where whichever team that first scores a point of any kind is declared the winner.

\*\*Each player is afforded **6 personal fouls** before being disqualified.

\*\*Press and mercy rules. A team may not press full court once they are ahead by 20 points or more. They may return to full court pressure once the point differential is brought below 20 points. If a team is up by 20 or more points in the second half, the clock will continue to run the last two minutes of the second half, except during timeouts, unless the point differential is brought back to within 10 points or less, at which point the clock would return to stop clock.

\*\*Technical fouls will result in **2 points and possession of the ball** for the other team. Two technical fouls for any one participant, player or coach, during any one game, will result in ejection from that game and that participant must leave view of the court and will not be eligible for the next scheduled game for that team. **All other fouls called will be shot** per NFHS rules.

\*\*Coaches are responsible for the actions and behavior of their fans and should expect to be asked by officials to keep fans in line to avoid a fan’s ejection at the officials’ discretion and the gym manager’s direction. Fans that are ejected from a game must leave view of the court and may not return for the next scheduled game for that team and will not receive a refund of their admission fee.

\*\*Tie breakers are as follows for teams finishing with identical win-loss records:

1) To break a two-way tie, Head to head – If the two teams have played each other, whichever of the teams won that game wins the tie breaker.

2) To break a three-way tie, Least points allowed – Considering only the points scored by the other two teams in the three way tie, whichever team held their two opponents to the least points scored against wins the highest seeding designation. If two teams have held their two opponents to an identical total of points against and the third team involved in the three way tie allowed their opponents to score more, then that third team receives the lowest seeding designation. After a three-way tie has been broken to establish one of the three teams as no longer tied, the tie breaker for the two teams remaining tied reverts back to the head to head tie breaker.

3) Coin flip.

\*\*Each player may participate on only one team per division, but may play up in a higher division on a team from the same program, or if that second team is the player’s school team.

\*\*Players need reversible, or light and dark jerseys with numbers. An official roster or the official score sheet from the first game of the tournament weekend must list all players’ last names and jersey numbers for any player that may play for that team at any point during the event. The home team will be listed second in pool play or on the bottom of the bracket, and that team will wear white or light colored jerseys. Gym managers reserve the right to make a decision regarding a home team wearing a dark uniform.

\*\*Any game related issues that cannot be resolved between coaches and officials will result in a decision made by the gym manager, with assistance from the tournament director if necessary. That decision will be final.