



Tournament Competition Rules

Effective August 1, 2022

- 1. Competition Rules.** All Tournament games will be conducted under *National Federation of High School Basketball Rules*, unless otherwise noted.
- 2. Uniforms.** While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform.
 - 2.1. **If a player does not have a uniform with a number**, the player can use the number “0”, provided another number “0” is not listed in the scorebook.
 - 2.2. **All other NFHS rules regarding uniforms and uniform numbers are waived.**
 - 2.3. **It is recommended, but not required, that teams have both a dark and light-colored jersey.**
- 3. Home Team Designation.** In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear the lighter colored jersey. The home team should use the bench to the right of the scorer’s table, as you face the floor. Each team’s basket for the pre-game warm-up will be the basket furthest from its bench.
- 4. Game Ball/Scorekeeper/Clock Operator.** The home team shall provide the game ball unless otherwise agreed by the head coach for each team. and a qualified scorekeeper. Teams are not required to provide the scorekeeper or clock operator for Bigfoot events.
- 5. Ball Specs.** The intermediate size ball (“28.5”) will be used for the 3rd, 4th, 5th, & 6th grade Boys’ divisions and all Girls’ divisions. All other divisions will use the regulation size ball (29.5”). Limited Exception: the intermediate size ball may be used for 7th grade boy’s divisions to be consistent with state association rules, at the discretion of Bigfoot Hoops. Practice and game balls will NOT be provided.
- 6. Regulation Clock and Exceptions.**
 - 6.1. **Unless otherwise noted, a regulation clock will be used with two 16-minute halves.**
 - 6.2. **All overtime periods will be 3 minutes.**
 - 6.3. **Running Clock Rule (“25/20 Rule”):**
 - 6.3.1. When a team leads by **25 points** or more **during the 2nd half** of a game, a running clock will be used.
 - 6.3.2. If the lead is **reduced below 20 points for all grades, the regulation clock is resumed.**
 - 6.3.3. Anytime the running clock is used, the clock is stopped only for time-outs, injuries or at the officials’ discretion.
 - 6.3.4. *Running Clock Rule* will NOT be used for any NCAA certified division.
 - 6.4. **Half-Time** will be 3 minutes (Half-Time length may be reduced at the option of the Site Director).
 - 6.5. **Pre-game Warm-Up** will be a minimum of 3 minutes (the Warm-Up time length may be reduced at the option of the Site Director).
- 7. Free Throws.** Teams will **not** shoot 1&1 free throws on the 7th, 8th, and 9th team fouls. Teams will shoot the double bonus beginning with the 10th team foul and all *in the act of shooting* fouls. This rule is adopted to allow use of the regulation clock, while keeping the games on schedule.
- 8. Foul Disqualification.** In any NCAA certified division, a 6 foul disqualification rule should apply. All other divisions will have a 5 foul player disqualification rule, as provided by the NFHS Basketball Rules.
- 9. Timeouts.** Each team will be allowed two 30-second and one 60-second timeouts per game. One timeout will be allowed for each overtime period. Players are permitted to sit on the bench during a time out.



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10. Tiebreaker for Pool and Round Robin Play:

- 10.1. Two Team Tie: Winner of game between two teams tied awarded higher place, with losing team awarded next place.
- 10.2. Three or more teams tied: Step 1: Head-to-head record for tied teams, with placing/seeding based upon the head-to-head record. Step 2: If head-to-head records are the same for 3 or more teams, the *Point Differential Rule* is used (each team given a point differential for each game played, with a maximum +15 or -15 differential for any one game). In the event of a forfeit, the team forfeiting shall be given -15 points and the team receiving the forfeit will be given +15 points. In the event of a double forfeit, each team is given a loss with a point differential of 0. Places awarded based upon highest Point Differential.
 - 10.2.1. Point Differential used for all pool or round robin games. If two teams have the same point differential, winner of the head-to-head game between the teams is awarded the higher place.
 - 10.2.2. If 3 or more teams remain tied, higher place is awarded based upon Point Differential for games between the tied teams only. If two teams then have the same point differential, winner of the head-to-head game between the teams is awarded the higher place.
 - 10.2.3. If 3 or more teams remain tied, higher place is awarded based upon the lowest defensive points allowed for all games. If two teams then have the same point differential, winner of the head-to-head game between the teams is awarded the higher place.
 - 10.2.4. If 3 or more teams remain tied, higher place is awarded based upon the lowest defensive points allowed for games between the tied teams only. If two teams then have the same point differential, winner of the head-to-head game between the teams is awarded the higher place.

11. Jewelry is prohibited, subject to:

- 11.1. A religious medal shall be taped and worn under the uniform.
- 11.2. A medical-alert medal shall be taped and may be visible.
- 11.3. Pierced earrings can be worn by a player, provided:
 - 11.3.1. The jewelry is a post only; and
 - 11.3.2. The jewelry is covered by tape, band aid or similar covering to the satisfaction of the game officials.

12. Coach/Player Ejection. Any coach or player involved in or ejected for fighting will be suspended the remainder of the tournament. Any coach or player who is ejected from a game by a game official or the Site Director for any other reason will not be allowed to participate in the next scheduled game for that team. Multiple game ejections may result in additional suspension or corrective action by Bigfoot Hoops.

13. Behavior Standards. Bigfoot Hoops has adopted a *ZERO Tolerance Policy*. Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches, and fans on and off the court and must promote the best sportsmanship, win or lose. The Site Director or any game official may and will remove a player, coach, or attendee from a game, tournament, or venue for noncompliance with the *ZERO Tolerance Policy*. Bigfoot Hoops may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the event. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.

14. Application of Rules. The Tournament Rules may be modified whenever Bigfoot Hoops deems it to be in the best interests of the tournament to do so and all teams, coaches, players, and attendees will be bound by any such change.