

Energy Hoops Classic Tournament Rules

**The Home Team (white) will be the team on the left/top of the schedule.
The Away Team (Dark) will be the team on the right/bottom of the schedule.
Players may not “swing” between teams.**

GAME PLAY RULES:

1. 2-15 Minute stop-clock halves. Last 5 minutes of the second half will run if the lead is larger than 15 points. If the lead goes under 15 points, normal stop-clock rules will apply
2. 3-Minute Halftime (Might be cut down if we are behind schedule)
3. 5-Minute minimum warm-up time (Will be extended in necessary to avoid game starting early)
4. 3 Timeouts per game (1 Timeout per Overtime, Timeouts DO NOT CARRY OVER from regulation.)
5. 5 fouls per player
6. All Overtimes are 2 minutes. The first is a full 2 minutes. The second is SUDDEN DEATH (First team to score.)
7. No pressing or Trapping with a 20-point lead
8. 7th & 8th grade Boys use full-sized ball. All other divisions use 28.5 ball. In the event that 6th & 7th grade boys are combined divisions; we will use full-sized ball.
9. Everything else is NFHS rules