



Heat Check Tournament Rules

- Games will consist of two 16-minute stop clock halves.
- Teams will have 10 seconds to get the ball into the front court.
- Teams will be in single bonus at seven (7) team fouls and will shoot one-and-one at 7 fouls. When a team reaches ten (10) team fouls for the half, the other team will shoot double bonus.
- Each team receives two 30 second timeouts each half and one additional timeout in the first overtime. Unused timeouts do not carry into the 2nd half or overtime periods.
- Individual players foul out if they receive 6 personal fouls.
- Each game will have 3 minutes of warm-up time and halftime will be 2 minutes.
- In the case of a tie at the end of regulation, (1) 2 minute stop clock Overtime period will occur. Each extra overtime is 1 minute with no timeouts.
- If two players on the same team have duplicate numbers and it is caught by either the referee or the scorekeeper, a technical foul will be assessed.
- Players may enter the lane when the ball is released out of the shooter's hand.
- The home team (listed on bottom) is responsible for providing the game ball.
- Only one coach is allowed to stand at a time per team and must stay in the designated coaching box. A coach does NOT need to sit after their first technical foul.
- Jewelry including necklaces, rings, and metal bracelets are not permitted. Stud earrings are only permitted if they are properly taped and as long as the official can confirm that they do not pose a risk for harm or injury.
- Any team which does not have five players (or their head coach) by the start of the game will be given a grace period of ten (10) minutes before the game starts. After ten (10) minutes, the team may choose to play with four players, utilize an assistant coach or parent to supervise the kids, or Hype Her Hoops reserves the right to enforce a forfeit.
- Rules that are not listed here will be in accordance with NFHS basketball rules.