



Live Period Tournament Rules

- All games will consist of four 8-minute stop clock quarters.
- There will be a ten-second backcourt violation in effect for all divisions. There will be a 5-second count when a player is closely guarded over half court.
- When a team reaches five (5) team fouls for the quarter, the other team will shoot double bonus.
- Each team receives three full timeouts per game and one additional timeout per overtime. Unused timeouts do not carry into overtime periods.
- Individual players foul out if they receive six personal fouls.
- Each game will have a minimum of three minutes of warm-up time and halftime will be two minutes.
- Overtime periods will be two-minute stop clock time. If there is a third overtime period, the game's result will be decided by sudden death (first team to score would win).
- 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. If a player shows up late to a game with a duplicate number, a technical may be assessed then as well. If it is not caught by halftime by any party, it cannot be called in the second half of the game.
- Players cannot play on two teams during the same game time slot, regardless of program. Once a player has checked into a game, they cannot leave that game to play for another team even if they are listed on and eligible to play for multiple rosters.
- In all divisions, players may enter the lane when the ball is released out of the shooter's hand.
- The home team 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.
- All divisions will use the 28.5 size basketball.
- Jewelry including necklaces, rings, metal bracelets, nose rings, stud earrings etc are not permitted. (Tape is not allowed.)
- 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 Open Gym Premier reserves the right to enforce a forfeit.
- In divisions 12U/6th Grade and younger, teams that have a lead of 20 points or more may no longer use a full-court press defense.
- Rules that are not listed here will be in accordance with NFHS basketball rules.