

## **SPRING SPECTACULAR RULES**

1. National High School Federation rules will be followed with the few exceptions listed below:
2. All games will be played in two (2) sixteen (16) minute halves. All games will be stop-clock
3. Teams will be allowed to call two (2) full timeouts and one (1) thirty-second timeout during the regulation game.
4. The 1<sup>st</sup> overtime period will be (2) minutes. The 2<sup>nd</sup> overtime will be (1) minute. The 3<sup>rd</sup> overtime will be "Sudden Death".
5. There will be a two (2) minute rest period between halves.
6. Each player will be allowed a total of **six (6)** fouls before being disqualified.
7. Teams reach the "1-and-1" bonus free-throw situation on the 10<sup>th</sup> team foul of the opposing team each half. All other non-shooting fouls there-after will be "1-and-1" bonus free-throw situations. There will be NO double-bonus in any game.
8. There will be a minimum four (4) minute warm-up period between games.
9. No game will begin before the time listed on the official game schedule.
10. The team listed on the **left side** on the tourney schedule will be designated as the home team and will sit to the left of the scorer's table.
11. All teams are expected to arrive for games prior to the scheduled start times. The amount of grace time that a team will be allowed and not have to forfeit their assigned game when they are not prepared to play at game time will be determined by the tournament director based on all information available.
12. **All players must have high school eligibility remaining or be going into their first year of prep school or be currently unsigned seniors.** No current NCAA Division I or Division II signees will be permitted to play. Any team that violates this rule will have to forfeit all games the ineligible player participated in.
13. A player can **only** play on **one** team within the same age division. They may play in more than one division if they are within the same organization.
14. Teams need to bring their own warm-up balls. Tourney will supply the game ball.
15. Pool Tiebreakers: In case of a two-way pool play time, the winner of the head-to-head matchup will get the higher seed. In case of a three-way tie, a point differential using all pool play games will be used to determine play-off seeding with no win garnering more than 15 points in the negative. If there is a tie of a point differential: If two teams tie, we move to the head to head tie breaker.
16. Fighting will not be tolerated. Players or coaches involved will be removed from the Tournament.
17. Mercy Rule: If a team is up 20 points or more with three (3) minutes or less to play in regulation, they game will go to a running clock.