

Prep Hoops Next Tournament Rules
ALL National High School Rules Apply Except for the Following

Game Rules:

- 11U-14U (5th-8th grade) teams will play two 14-minute stop time halves
- 12U-14U (6th-8th grade) will use a 29.5" ball, 11U (5th grade) will use a 28.5" ball
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes
- Running Clock if there is a 20-point lead in 2nd half when clock reaches the 8-minute mark. If the game gets UNDER 10 points the game will go back to stop clock.
- **IF A TEAM IS UP 20 OR MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.**

Foul Rules:

- Players are allowed 5 personal fouls. Once a player receives their 5th foul they will be disqualified for the remainder of the game.
- At the 7th team foul in a half, the opposing team shoots 1&1
- Double bonus will begin at 10 team fouls each half
- All Technical fouls will result in 2 free throws and possession

Miscellaneous:

- Home team is listed 2nd in pool play or on bottom of bracket and will wear light jerseys
- No warm-up basketballs provided and home team provides game ball
- If a player or coach gets ejected, they will NOT be allowed to play/coach in next game
- Games will start no earlier than 10 minutes prior to the scheduled game time and both coaches must agree to start early
- Teams must have at least 4 players present in order for games to start. If a team has 3 or fewer players present the game cannot start and will result in a forfeit
- If there is running time, clock will stop during team timeouts and player injuries
- Each competing team must have one team parent or team representative selected to work the scoreboard and scorebook at the scorer's table
- No press if up 20 or more points (3rd-8th grade ONLY)
- Jewelry or hard hair control devices will not be allowed. This includes but is not limited to necklaces, earrings, newly pierced earrings, facial piercing, rings, bracelets & watches.
- Tournament Director has authority to override any rules

Overtime:

- Stop-time Halves: 1st OT will be 2-minute stop clock. Thereafter it will be 1-minute stop clock.

Timeouts:

- 3 full timeouts per game.
- One full timeout per overtime period, no carry over from previous halves.

Tiebreakers: 1. Head to Head 2. Point Differential (+/-15 max),
3. Points Scored 4. Points Allowed

Age Eligibility Rules:

The Prep Hoops Next circuit will be grade-based. While such a scenario is uncommon, we will allow grade exemptions (young 9th graders in the 8th grade division, etc), therefore, an athlete must be in the 9th grade or below as of October 1, 2023 and can be no older than 15 on or before August 31,

2024. The same logic should be applied when determining the eligibility of 6th and 7th grade participants.