

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

Game Rules:

- 15U-17U will play two 16-minute stop time halves
- 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 6 personal fouls. Once a player receives their 6th 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
- To view the tournament schedule, please download the Prep Hoops App

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

- **17U - 11th Grade – Class of 2025** - Players will be entering their senior (or earlier) for the **2024-2025** academic year and will not have turned 19 years old prior to August 1, 2024.
- **16U - 10th Grade – Class of 2026** - Players must be entering their junior (or earlier) for the **2024-2025** academic year and not have turned 18 years old prior to August 1, 2024.

- **15U - 9th Grade – Class of 2027** - Players must be entering their sophomore year (or earlier) for the **2024-2025** academic year and not have turned 17 years old prior to August 1, 2024.

If players are deemed too old to participate:

- **Before the event** - Participant is not allowed to play in any of the team's games.
- **During the event** - The individual cannot participate in any future games within that tournament or any future tournaments in the same age/division. Any games the ineligible participant played in will be marked as forfeit.
- **After the event** - The games will be retroactively marked as forfeited.