

Northwest Premier Invitational

Regulations and Game Rules

Game Rules

National Federation High School Rules with the following exceptions:

- 1) Game time is kept in 16 minute stopped time halves with a two (2) minute halftime and no shot clock. Clock will run in the last 6 minutes of a game if one team has a 20 point or more lead. If the lead is cut to under 20 points in the last 6 minutes, the clock will go back to normal.
- 2) There are three (3) full timeouts per game.
- 3) Overtime: Each team receives one additional 30 second timeout. The first overtime is played in a two (2) minute stopped time segment. If a second overtime is needed, the first team to score two (2) points will be declared the winner.
- 4) No game will begin before the scheduled start time.
- 5) There will be a minimum of a three (3) minute warm-up period between games.
- 6) In pool play, the team listed first is the home team and will wear light colored jerseys when possible. In bracket play, the home team is listed first in the game numbers schedule and will wear light colored jerseys when possible.
- 7) Final pool standings are determined by win-loss records within the same pool. Tie breaking procedures are: 1) Head to head competition. 2) Point differential in all pool games with a maximum of 15 per game. 3) Total points scored 4) Total points allowed. If all categories do not determine the order of finish, a coin toss will be held as a final step.
- 8) Each player will get 6 fouls.
- 9) 11U and 12U divisions will use a 28.5 ball

Forfeits

All teams are expected to arrive for games prior to the scheduled start times. A five (5) minute grace period is allowed before a forfeit is declared.

IMPORTANT: If any team is knowingly unable to make their next scheduled game, please notify the Tournament Director to allow a fill in team to be located.

It is important to note that games will be declared a forfeit if a player is discovered playing on more than one team. A player's "official" team is the first team he plays for in the tournament.

Ejections

Any player or coach who initiates an intentional aggressive act against another player, coach or game official may be ejected from the game and from further participation in the tournament. There is no appeal process for ejection from a game. Appeals may be made to the Administrative Committee regarding ejection from the tournament.

Player Movement

Players may not play for more than one team during the tournament even if teams are in different divisions. Any player who participates for more than one team will cause the second team to forfeit their game as well as losing their own eligibility to play.

Sportsmanship

All players, coaches and fans are expected to model the ideals of good sportsmanship at all times. The games are designed to demonstrate the positive aspects of athletic competition. Verbal abuse of opponents or officials will not be tolerated at any time by coaches, players or fans.