



Legacy Classic Rules

National Federation High School (NFHS) rules, except for the following changes/additions/clarifications:

REMINDERS:

- A. *Restricted area will be used if marked. If not marked, WILL NOT be used - charges allowed under the basket.*
- B. *All games will be **28.5 Ball***
- C. *GIRLS: Under 1 min left in game (And overtime) you may advance the ball to the frontcourt and choose a side using timeout. Timeout must be immediately on change of possession (rebound, steal, basket). Cannot after pass/dribble.*

Game Timing / Timeouts / Overtimes:

1. Length of game: 14 minute halves

**** All games will be stop time.** If the game margin is **20 points or more** with **8 minutes or less in the game, clock will go to running time.** *If the margin shrinks below 20, the clock will go back to stop time.*

2. Time outs: Each team shall receive **(2) Full** and **(2) 30-Second** timeouts per game.

3. Overtime: *First overtime will be 2 minutes stop time. If the game is still tied, the 2nd overtime will be the first team to score two points.* Each team will receive **(1) Additional 30 second timeout for the 1st overtime ONLY.** *No additional time-outs will be granted if the game goes beyond the 1st overtime. Teams are allowed to carry-over time-outs from regulation to overtime and from 1st overtime to sudden death.*

4. Forfeit Rule: A team must have 5 players to start a game. Referees shall not rule on a forfeit without first consulting a tournament or site director.

5. Warm up: A minimum of 3 minutes will be given for pregame warm up. Games may start early with mutual consent by both head coaches and both officials.

6. Halftime: Halftime will be 3 minutes. The site director may reduce halftime if the court is running behind schedule.

Fouls / Free Throws

7. Fouls: A player fouls out at **5 fouls. 1&1** free throws awarded on the **7th team foul** of the half and **(2) free throws** awarded on and after **10 team fouls.**

8. Free Throw Rebounding: On the release players may enter the lane. Shooter and other players behind the 3 point line may enter the lane as the ball **touches rim.**

9. Any **technical** foul given to the head coach or assistant coach shall result in the head coach **losing their coaching box privileges for the remainder of that game** (seatbelt rule).

10. Since we are using volunteers as score-keepers, an error in the official book WILL NOT result in a technical foul.

Other Administrative Rules & Information

11. HOME team is listed **TOP/FIRST** on Tournament Depot (online) and will wear **DARK** jerseys.

12. AWAY team is listed **BOTTOM/SECOND** on Tournament Depot (online) and will wear **LIGHT** jerseys.

13. TABLE – EACH TEAM WILL PROVIDE A VOLUNTEER TO BE AT THE TABLE. HOME WILL DO THE SCOREBOARD, VISITOR WILL DO THE SCORESHEET.

14. Basketballs: Home team to provide an indoor game of basketball. Must be Spalding, Wilson and Baden wide seam basketball. If the Home team does not have one available, the Away team can provide.

15. Grade 4: NO PRESSING, No TRAPS, NO ZONES. MAN TO MAN ONLY (help acceptable) . Man press is allowed under 2 min in the second half if the scoring margin is less than 15 points. May jump over the line on a free throw. GRADE 5: WILL ALLOW PRESSING. NO ZONES!!! GRADES 6-8: PRESS, ZONE, and TRAP ARE ALLOWED!



