



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. *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: 20 minute RUNNING halves (4-6th grade). 14min Stop time (7-8th grade).

- Clock will **ONLY STOP** last **2 MINUTE** of the **2ND HALF**.
- For the 8th grade division, If the game margin is **20 points or more** with **8 minutes or less in the game**, the 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 sudden death, first team to score.
- 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 **4 players** to start a game. Referees shall not rule on a forfeit without first consulting a tournament or site director. Forfeit time will be 5 minutes after the scheduled tip. Forfeits will be scored 15-0.

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. **No games will start more than 15 mins early.**

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 and 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, ALL players may enter the lane.

- **Shooters may cross the line** on the release of the shot.

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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. **PRESSING, TRAPS, ZONES.: Allowed for 5-8th grade ONLY!** Man press is only allowed in **4th grade** when the game is **under 2 min in the second half ONLY.**

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