



# Midwest Kick-Off 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 basket.*
- B. *4<sup>th</sup> Grade Girls – 27.5 Ball. 5<sup>th</sup>-11<sup>th</sup> Girls – 28.5 Ball, 4<sup>th</sup>-6<sup>th</sup> Boys – 28.5 Ball, 7<sup>th</sup>-11<sup>th</sup> Boys – 29.5 Ball*
- C. *GIRLS: Under 1 min left in game (& OT) you may advance ball to frontcourt (26' line) & choose 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 2030-2026 (4<sup>th</sup>-8<sup>th</sup>): 14 minute halves; 2025-2023 (9<sup>th</sup>-11<sup>th</sup>): 16 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, clock will go back to stop time.
2. Time outs: Each team shall receive (2) Full and (2) 30-Second time outs per game.
3. Overtime: First overtime will be 2 minutes stop time. If the game is still tied, the 2<sup>nd</sup> overtime will be the first team to score two points. Each team will receive (1) Additional 30 second timeout for the 1<sup>st</sup> overtime only. No additional time-outs will be granted if the game goes beyond the 1<sup>st</sup> overtime. Teams are allowed to carry-over time-outs from regulation to overtime and from 1<sup>st</sup> 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 4 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 4 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 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 basketball. Must be Spaulding, Wilson, Baden, UA, Nike, or adidas wide seam basketball. If Home team does not have one available, Away team can provide.
15. Tournament brackets, game results/scores, rules and other information found at [www.aauevents.com](http://www.aauevents.com).
- 16. Age Specific Rules: 4<sup>th</sup>: NO PRESSING while game is in running time. Pressing is allowed under the 1 minute mark in the 2<sup>nd</sup> half and OT, provided the game is scoring margin is 15 points or less. NO ZONE, NO TRAPS – Help Defense is acceptable. 5<sup>th</sup>: NO ZONE DEFENSE**

Tournament Contact Information:

Leading up to the event, questions should be sent to [mnaauevents@gmail.com](mailto:mnaauevents@gmail.com)

During Event: Ana Garcia 612-590-1246 (Text Message is preferred)

