



Mill City Invitational Rules

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

COACHES CHECK-IN IS AT CHANHASSEN ONLY. IF YOUR FIRST GAME IS AT CARVER, PLEASE PLAN ACCORDINGLY.

NCAA & BCS RULES:

- * No adults allowed on the bench without a coach's wristband.
- * No players will be allowed to play in the game if they are not listed on the official scoresheet. Names MAY NOT be written into the scoresheet without a tournament director or site director's approval & signature. (Scoresheets will be printed from your official BCS Roster as of July 1st)

NEW:

- Restricted area will be used if marked. If not marked, WILL NOT be used - charges allowed under basket.*
- 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:

- 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.
- Time outs: Each team shall receive (2) Full and (2) 30-Second time outs per game.
- Overtime: First overtime is 2 minutes stop time, any additional overtime is 1 minute stop time. 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 subsequent overtimes.
- 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.
- Warm up: A minimum of 4 minutes will be given for pregame warm up. **GAMES WILL NOT START EARLY, NO EXCEPTIONS, NO MATTER WHAT THE REFS SAY, NO MATTER WHAT TIME OF DAY IT IS**
- Halftime: 4 minutes. The site director may reduce halftime if the court is running behind schedule.

Fouls / Free Throws

- Player Fouls: A player fouls out at 6 fouls. Bonus rules: same as HS
- 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).

Other Administrative Rules & Information

- HOME team is listed TOP/FIRST on Tournament Depot (online) and will wear DARK jerseys.
- AWAY team is listed BOTTOM/SECOND on Tournament Depot (online) and will wear LIGHT jerseys.
- 11. Official Book: Home team must keep the official book at the score table. Individual player accuracy is important, as we are tracking Field Goals Made, 3 Pointers Made, Free Throws Made. Away team to keep the score-board. Each team will receive a weekend pass at coaches check-in for scorekeeper.**
- Basketballs: Home team to provide indoor game basketball.
- Sportsmanship: Poor behavior from Fans, Coaches, and players will not be tolerated and could result in ejection for a game, day, or entire event. This is at full discretion of tournament directors.
- Tournament brackets, game results/scores, rules and other information found at www.aauvents.com.

Tournament Contact Information:

Leading up to the event, questions should be sent to nstorm@minnesotafury.com

During Event: Alexis Garcia 612-590-2144 (text message preferred)

