



Lake Slam Rules

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

NEW:

- A. *Restricted area will be used if marked. If not marked, WILL NOT be used - charges allowed under basket.*
- B. *Under 1 min left in game (& OT) you may advance ball to frontcourt (28' 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: 16 minute halves for all divisions
- ** 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 after the first overtime, the next period will be sudden death – first team to score two points. Either a basket or two free throws can win the game (free throws do not need to be consecutive). 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.
- 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.
- 5. Warm up: A minimum of 4 minutes will be given for pregame warm up.

GAMES WILL NOT START EARLY SINCE THIS IS AN NCAA CERTIFIED EVENT

- 6. Halftime: 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 6 fouls. Bonus rules are same as High School.
- 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 on the TOP/FIRST on Tournament Depot (online) and will wear DARK jerseys.
- 12. AWAY team is listed on the BOTTOM/SECOND on Tournament Depot (online) and will wear LIGHT jerseys.
- 13. Official Book: Home team must provide 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, Free Throws Attempted. Visiting team will provide the score clock operation.**
- 14. Basketballs: Home team to provide Spalding, Wilson or Baden wide seam basketball. No Nike, UA, Adidas.
- 15. Tournament brackets, game results/scores, rules and other information found at www.aauevents.com.

Tournament Contact Information:

Leading up to the event, questions should be sent to mwexposure@gmail.com (not monitored after Wednesday evening)

During Event: Darin Wolyneic 612.860.9219 (text message is best)

