



Tournament Rules & Regulations

Varsity/JV/FS Games

- 4 8-minute stop-clock quarters
- Double bonus at 5 team fouls per quarter; fouls reset every quarter
- All other rules are in accordance with NFHS/CIF rules
- 3 full timeouts and two :30 timeouts per game per team
- **OT is 4-minute stop clock including all subsequent OT's**
- **1 timeout per OT- timeouts do not carry over**
- Foul out at 6 personal fouls (we keep personal and team fouls)
- All other rules are in accordance with NFHS/CIF rules
- 5 minute game warm-up (Minimum guarantee) and 4-minute halftime
- No shot clock
- Any team who does not have 5 players by game time will forfeit
- Game officials have authority to eject players and coaches for poor sportsmanship
- Coaches are responsible for controlling team, spectators, and fans