Premier Basketball Tournament Rules

1. **National High School Federation rules** will be followed with the few exceptions listed below:
2. **Game Length:** All games will be played in two **16-minute stop clock** halves. Except if team is up by 15pts or more at anytime in the final 10 minutes the clock will continue to run until it gets back to 15pts or less.
3. **Shot clock:** There will be NO shot clocks. Please do not stall.
4. **Fouls:** Each player will be allowed a total of **6 fouls** before being disqualified.
5. **Timeouts:** Teams will be allowed to call **(4) full timeouts per game.**
6. **Warmup and halftime:** There will be a minimum of three (3) minute warmup and two (2) minute break between halves. There is NO dunking allowed during pre-game or halftime warmups.
7. **Technical and Intentional fouls:** results in automatic 2pts and ball out of bounds.
8. **Overtime:** 1st overtime is 2 minutes, 2nd overtime is 1 minute, 3rd overtime is first team to 2 points. One 30-second timeout per OT, there is NO carryover of timeouts from regulation.
9. **Jersey Color:** Home team is listed first in pool play games and at the bottom of bracket play and will wear light color uniforms.
10. **15u – 17u:** A player can **only play on one team during the entire event**.
11. **10u – 14u:** A player can play on two different teams as long as they are in different divisions and meet the age requirements.
12. **Seedings:** Seedings from each pool will be determined by the following order:
    - Win-Loss record in pool play.
    - (2 teams tied) Head to head determines seeding. If no head to head, will move to point system.
    - (3 or more teams tied) Point system determines seeding.
        - There is a maximum of +/- 15pts per game. All games in pool play are included in figuring point system. In case 3 teams are still tied, the least amount of points allowed in pool play will determine higher seed. In case there is still a tie, a coin toss will determine seeding.

The Tournament Directors will have the final say regarding any disputes