

**Prep Girls Hoops Tournament Rules**  
**ALL National High School Rules Apply Except for the Following**

**Game Rules:**

- 14U will play two 14-minute stop time halves, 15U-17U will play two 16-minute stop time halves
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes
- Running Clock if there is a 20-point lead in 2nd half when clock reaches the 8-minute mark. If the game gets UNDER 10 points the game will go back to stop clock.
- **IF A TEAM IS UP 20 OR MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.**

**Foul Rules:**

- Players are allowed 6 personal fouls. Once a player receives their 6th foul they will be disqualified for the remainder of the game.
- At the 7th team foul in a half, the opposing team shoots 1&1
- Double bonus will begin at 10 team fouls each half
- All Technical fouls will result in 2 free throws and possession

**Miscellaneous:**

- Home team is listed 2nd in pool play or on bottom of bracket and will wear light jerseys
- No warm-up basketballs provided and home team provides game ball
- If a player or coach gets ejected, they will NOT be allowed to play/coach in next game
- Games will start no earlier than 10 minutes prior to the scheduled game time and both coaches must agree to start early
- Teams must have at least 4 players present in order for games to start. If a team has 3 or fewer players present the game cannot start and will result in a forfeit
- If there is running time, clock will stop during team timeouts and player injuries
- Each competing team must have one team parent or team representative selected to work the scoreboard and scorebook at the scorer's table
- No press if up 20 or more points (3rd-8th grade ONLY)
- Tournament Director has authority to override any rules
- To view the tournament schedule, please download the Prep Girls Hoops App

**Overtime:**

- Stop-time Halves: 1st OT will be 2-minute stop clock. Thereafter it will be 1-minute stop clock.

**Timeouts:**

- 3 full timeouts per game.
- One full timeout per overtime period, no carry over from previous halves.

**Tiebreakers:** 1. Head to Head      2. Point Differential (+/-15 max),  
3. Points Scored            4. Points Allowed