

**Lone Star National Championship**  
**July 30 – August 1, 2021**  
**Key Rules**

**1. GAME TIME**

14 minute stop clock (grades 7 - 12)

12 minute stop clock (grade 3 - 6)

Clock with run if leads reaches 20 points and will stop back if lead gets back to 15 points.

**2. TIME OUTS**

4-30 SECOND TIME OUTS. Use any manner.

**3. HALF TIME**

Halftime will be for a 2 minute maximum. If games get behind schedule this will be for a 1 minute maximum.

**4. START OF GAME**

There should be a 3 minute minimum warmup time.

**5. OVERTIME**

1 minute stop clock. 1 time out for overtime. No carry over timeouts from regulation. Sudden death in 3<sup>rd</sup> overtime.

**6. TEAM ROSTERS**

All players are required to be listed on the official team roster turned in at check in. No players are allowed to play who aren't on the official roster. No players can be added to a team after you have submitted your roster.

**7. FREE THROWS**

1 & 1 on the 10<sup>th</sup> team foul.

## **8. SCORE KEEPER/CLOCK OPERATOR**

Each team is provided a tournament pass for them to provide a clock operator or scorekeeper.

## **9. BALL SIZE**

Boys up to grade 6 will use the 28.5” ball. Tournament organizer will not provide game ball or balls to warmup.

## **10. GAME TIME ADJUSTMENTS**

Tournament Director reserves the right to adjust tournament game times to maintain schedule as required.

## **11. GRADE DIVISIONS**

Divisions are determined by the players grade as of the 2020-2021 school year. Coaches must keep copies of players’ report card for player verification. Birth certificates can be used as a last resort as long as it falls with the tournament governing rules. Even if a player is grade eligible, no player can play in a division where the player is 2 years older than the appropriate age for that division.

## **12. PLAYER PROTEST**

Any player protest must be accompanied with a \$75 per player protest fee. Detailed information including player number and name MUST be provided. No protest will be heard regarding an entire team. Tournament Director or tournament staff decision is final. All protest are required to be done prior to the start of an event.

## **13. ON COURT CONDUCT**

If a player is ejected from a tournament game they are ineligible for their next team’s game. If a coach is ejected from a game by the officials, the coach must immediately leave the playing area. If a coach complies with the officials and tournament staff promptly, the coach will be allowed to coach the next game.

## **14. TIE BREAKING RULES**

If 3 or more teams are tied, the aggregate point differential, or positive points, from all tournament games will be used to determine all 3 teams final standing.

Example

Team A +3, -8, +15 Total 10 (2<sup>nd</sup>)

Team B -5, +9, 1 Total +5 (3<sup>rd</sup>)

Team C +15, +15, -1 Total 29 (1<sup>st</sup>)

Positive points are awarded based on the final score for tournament games. Teams can accumulate a maximum of 15 positive points per game. Games won by forfeit will result in 2 positive points.

## **15. GAME OVER**

If a team is trailing by at least 20 points during the last 2 minutes of the game, the game will be called over.