



MLK Basketball Tournament Rules

- 1.) Unless otherwise stated on this rules sheet, the tournament will be governed by National Federation of High Schools Rules, as printed in the 2017-2018 NFHS Basketball Rules Book.
- 2.) Games will consist of two 20-minute halves. The clock will not stop in the first half except during time outs. The clock will only stop in the last minute of the second half. The clock will stop on every whistle during that last minute of the second half.
- 3.) If the clock becomes stopped by a team charged time out or official's time-out, the clock will not be started again until it is touched in bounds on the next possession.
Play: At any time before the 1-minute mark in the 2nd half, A1 is fouled on a drive to the basket, and will be shooting 2 free throws. (a) Team A or (b) Team B requests and is granted a time-out.
Ruling: In both (a) and (b), the clock will stop when the time-out is granted, and will not start again until the free throws are completed and the ball becomes live again
- 4.) Teams are allowed two 30-second time-outs per half. Time-outs not used in the first half do not carry over to the second half. Unused timeouts in the second half will NOT carry over to the overtime period(s). Therefore, teams will be allotted one additional timeout for all overtime periods.
- 5.) Time-out requests can only be made by a player on the court or recognized coach.
- 6.) Overtime shall consist of a three minute period, with the clock stopping only in the last minute of the overtime period. Overtime will not be played during pool play games.
- 7.) During a free throw, players in a marked lane space may leave when the ball is released by the free thrower. However, players outside the three point arc may not come inside the arc until ball touches the rim.
- 8.) Teams are required to wear different colored jerseys. In the case that both teams have the same color and are not able to resolve the conflict, the designated visiting team for that game will be required to check out alternating color jerseys.
- 9.) Any player, coach, or spectator ejected from a game due to a flagrant foul or two unsporting technical fouls must meet with the Tournament Committee to determine his/her continued eligibility for tournament play.
- 10.) Any team which accumulates 4 or more unsporting technical fouls over the course of the tournament must meet with Tournament Committee to determine team's eligibility for tournament.