2012 Battle on the Plains GAME RULES

PLAYING RULES: All games are played using National Federation rules, and the following additions:

- 1 + 1 on the 10th foul of the half 2 shot foul after 14th foul.
- 10 second in backcourt
- Play the release of the ball on Free Throws
- 6 Fouls per player

TIMEOUTS: 2 full, 2 - 30 second TO per game

TIME: Games will be played with two 16 minute halves stopping clock on all whistles, 3minute halftime. ** If team is up 15+ with 8 minutes remaining – RUNNING TIME **

OVERTIME: 2 minutes and one additional Full Timeout per over time; 3OT = Sudden Death (except playoffs – In playoffs 3OT = 2min with one additional Full Timeout and 3OT till end = 1min with no more additional Timeouts).

PRE-GAME WARM-UP TIME: As much time as available before the scheduled start time. **3 minutes if the game is starting after the scheduled start time**. ALL games may NOT begin early.

FORFEIT RULE: 15 Minute forfeit time.

*** site director has right to override forfeit rules due to extraordinary circumstances***

ROSTER: 15 players max, three coaches per team PER New NCAA Rules – All SIDELINE COACHES_<u>MUST PRESENT THEIR NCAA APPROVAL NUMBER FOR NCAA EVENTS</u> PLEASE WEAR BRACELET AT ALL TIMES DURING THE EVENT

FORMAT: First tie breaker (2 way tie) goes head to head. Second tie breaker (3 way tie) goes + / - point differential. Third tie breaker is a coin toss with the odd person getting the win in the coin flip between 3 teams. The remaining two teams then goes head to head. Most points you can receive is + / - 20 pts in a game.

*** Please note coaches are responsible to find out when all playoff games are scheduled and played. We does not notify teams of playoff status (posted on website www.cornhuskershootingstars.com).***

**Teams are responsible for 'warm up' & game ball **

There is no designated 'home team' as some teams only have one set of uniforms so please bring both sets to all games

If any rules are in question, the on-site tournament official or tournament director's decision will be final