

2025 The Team Camp - Game Rules

Rules: All NFHS Colorado High School Rules Apply, except for the following:

Pregame:

Teams may start a game with 4 players. If a team has 4 players and it is game time, they **MUST** start. If a team is running late, it will be considered a forfeit if they arrive 15min after game time.

Home Team: The team listed first on the schedule will be the HOME team on the scoreboard and wear white/light uniforms.

Warm-ups: 3 minutes minimum

Game time: 20-minute halves, running clock except:

- 1st Half: Clock will stop on all whistles in last 30 seconds regardless of score
- 2nd Half: Clock will stop on all whistles in the last 2 minutes **when the lead is 10 or less points**

Half time: 3 minutes

Overtime: 2 minutes with stopped clock. If the score is still tied at the end of overtime, we will play sudden death. The first team to score wins (**this includes free throws!**). Overtime and sudden death periods will start with a jump ball. **No additional timeouts will be given for overtime.**

Time outs: Each team is allowed **3** timeouts per game. Timeouts will be 45 seconds in length. Clock will stop for all timeouts.

***Fouling Out:** Individual players will be disqualified after their **6th personal foul**.

***Shooting Fouls:** With the exception of the last two minutes of the second half, shooting fouls will consist of 1 automatic point and 1 FT attempt on a 2-point field goal and 2 automatic points and 1 FT attempt when fouled on a 3-point field goal. During the last 2 Minutes of the game, we will follow normal NFHS Rules.

***Bonus Free Throws:** Bonus will only be after the 10th team foul of each half. When a team reaches the Bonus, they will only get 1 shot regardless of how many team fouls their opponent has. If the shooter makes the FT, then the team will be awarded 2 points. If the player misses the FT, then the ball will be played live. **However, during the last Minute of the game any non-shooting foul will automatically be played as a 2 Shot Foul regardless of the total team fouls a team has.**

Technical Foul:

- If technical is on a Coach, that Coach must remain seated the duration of the game.
- If a second technical foul is given to the coach, the coach will be escorted out of the gym.
- If a second technical foul is given to the player, the player will be ejected from the game.
- Two free-throws plus the ball will be awarded to the opposite team.
- *The clock will stop* once the official calls the technical foul and remain stopped as the two free throws are in progress. Clock will begin running when the team shooting inbounds the ball at mid-court.

Pool Play Tiebreakers:

1. Two teams: Winner of head-to-head competition.
 2. Three or more teams: Head-to-Head if applicable, then point differential *of like opponents*. The point differential breaks the 3-way tie, and then for the remaining two teams head-to-head will determine seeding.
 3. For pools of 3, only games within your pool count for seeding. Cross pool games do not count towards seeding. **There is a 15 point +/- maximum in point differential. i.e., If you win by 35, it counts as +15.**
- The tournament directors have the final say in any rule or tie breaker dispute.**

NEW RULES FOR 2025