



NIKE SUMMER CHAMPIONSHIP- RULES



Game Rules

- All games will be played under National High School Federation Rules
- Halftime is 4 minutes long
- Warm-ups are 5 minutes long
- Lane entry on free throws is on the release
- 10 second backcourt rule will be in effect
- 5 second closely guarded rule will be in effect
- Each team is given 4 (45 second) timeouts per game. No carryover in overtime. Each team has 1 timeout per overtime session.
- Overtime will last 2 minutes.
- Regulation foul line to be utilized for 10U/4th grades and higher
 - 10U/grade 4 ONLY can jump over the line
 - 9U/3rd grade will use the 12 foot line
- Three point line is in effect
- Bonus will begin on the 7th team foul (one-and-one free throws). Double bonus on 10th team foul.
- Personal fouls allowed: 6 per player, technical fouls are included.
- Two (2) technical fouls during a game on any player, coach, or team representative will result in their disqualification for the rest of the game.
- 20 point mercy rule in second half. Clock becomes continuous until differential is less than 20 points
- The smaller 28.5 sized balls will be used for divisions/grades: 9U/3rd grade through 12U/6th only
- Game Lengths:
 - 3rd Grade/9u - 8th Grade/14u14 Minute Halves
 - 9th Grade/15u - 11th Grade/17u16 Minute Halves
- Clock Stops on all normal whistles
- Tie Breaker
 - Head to Head
 - Point Differential (maximum of 20 per game)
 - Head To Head
 - In a 3 way tie. The top team is 1st place based on point differential between the teams in pool play. Once that is established, 2nd and 3rd place are determine by the head to head matchup between those two teams only (the winner becomes the 2nd place team the loser becomes the 3rd place team).
 - If both teams have the same record and same point differential we will use least points given up as the determining factor.
- ALL PLAYERS: Can only play on 1 team per age group. If caught playing on multiple teams in the same age bracket both teams will forfeit all games played and the player will be disqualified from the tournament! NO EXCEPTIONS!! A team may add a player at any time during the tournament as long as that player has not played for any other team in that age/grade division. A maximum of 12 players per roster.
- ******Teams MUST PROVIDE 1 TABLE OPERATOR Aged 16 years or older! ******



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Player Eligibility Rules

8th grade/14u... Cannot have turned 15 by January 1st of 2018
7th grade/13u... Cannot have turned 14 by January 1st of 2018
6th grade/12u... Cannot have turned 13 by January 1st of 2018
5th grade/11u... Cannot have turned 12 by January 1st of 2018
4th grade/10u... Cannot have turned 11 by January 1st of 2018
3rd grade/9u... Cannot have turned 10 by January 1st of 2018

PROTESTS

For Nike Summer Championship play, any eligibility protest that is turned in the first day of competition by 6:00 pm will be reviewed by the eligibility committee, and a decision will be made prior to bracket play. Any eligibility protest that comes after the first day of competition will be reviewed at the Eligibility Committee's discretion. All non-eligibility protests will be reviewed by the Eligibility Committee at their discretion.

A fee of \$100.00 cash (refunded if protest is upheld) must accompany all protests. Protests must come from a non-athlete member listed on the official online roster for the event. The written protest must be submitted to the National Commissioner-in-Charge. Coaches must supply a valid birth certificate and grade card upon protest request. All decisions of the Eligibility Committee shall be final.

FIGHTING AND PLAYER/COACH/SPECTATOR MISCONDUCT ON-COURT OR OFF-COURT IS STRICTLY PROHIBITED AT ALL EVENTS!

The court referee/officials have final say in all player fouls and or misconduct. Once a personal, intentional or technical foul is issued any further player misconduct could lead to an ejection and continued physical altercations after the whistle can be viewed as fighting. If the first action is deemed excessively violent any parties involved may be suspended.

Fighting will be defined as any deliberate action taken by an individual to cause physical harm to another player, spectator, coach or official.

If a referee witnesses player(s) engaging in a fight, an immediate ejection can/will follow. An ejection carries a penalty of suspension for the players/parents/coaches involved for the remainder of the tournament. The suspended parties then cannot participate in any more games for the remainder of the weekend as a player, coach or spectator. With regards to the suspended individuals if a second instance of player misconduct follows anywhere inside an event facility, the tournament director has the authority to eject the whole team.