



Legacy Basketball Event Running Clock Rules

Legacy Basketball Event staff has the ability to make any rule, roster, and scheduling adjustments at any time for the betterment of the event.

- Each team will be given 3 wristbands to get in (2 coaches and a scorekeeper). Those coaches will check in each weekend and get a wristband. No exceptions. Coaches need to register their staff on Exposure to be considered on the roster.

All NFHS Basketball Rules apply except the following modifications.

Running Clock Events:

- *All GRADES/DIVISIONS - 20-minute running clock halves / The clock only stops in the last 2 minutes of the 2nd half.*
- *The clock will not stop in the last 2 minutes of the game if a team is leading by 20 points or more.*

Rule Modification:

- 6 Fouls for an individual to foul out.
- The bonus will start at the 7th team foul. At 7 fouls or more in a half will result in 2 free shots. There will not be any 1 & 1 scenarios.
- No pressing or trapping when you are up 25 points (3rd - 8th grade).
- Game time is forfeit time depending on the situation. The Event Director will make the decision.
- Each team must provide one ADULT to serve as scorer/timer. The home team is the official scorekeeper. **PLEASE MAKE SURE THERE IS A WINNER/LOSER AND SCORE FOR BOTH TEAMS ON THE SCORE SHEET!**

- **3 timeouts (Two 30 seconds, 1 Full) per game** (One additional timeout (30 seconds) in 1st overtime only; unused timeouts do not carry over into overtime)
- 1st Overtime is 2 minutes (stop clock the last 30 seconds); any additional overtime will be sudden death first to score a single point.
- **Intentional, Flagrant, & Technical Fouls will be 2 points plus the ball (no shots).**
- Any coach or player who is ejected from a game must self-report (officials must report the ejection following the game) the ejection and can not participate in the following game.
- Boys teams 3rd- 6th grade will use a 28.5 basketball. Boys teams in 7th - 12th grade will use a men's ball.

Playoff seeds will be determined by the following criteria:

1. Overall best record.
2. Head to head record.
3. Point Differential. Max of 15 points.
4. Least amount of points allowed.
5. Coin Flip.

Additional Event Rules & Policies:

Pregame warm up should be at least 5 minutes prior to the start of the game.

Half - time is 2 minutes.

Team managers/coaches should have copies of birth certificates and player report cards available.

Players from the same club may participate with two teams from the same club and only as long as it's in the same division (ex: 6th Division 1 and then plays 7th Division 1) because of low player numbers and only if there is approval from the event director. These players must be present for the start of the game.

Any player who needs to play down an age division because of skill level must be approved by the event director prior to the event.

Contesting an age of a player will require a \$200 payment prior to event management investigating the claim. If the contest is upheld, the \$200 payment will be returned. If the contest fails, the event will keep the \$200 payment.

Spectators must remain off the area of play during competition. Any spectator that steps onto the area of play during the course of competition will be asked to leave the facility. Disregard of this policy may also lead to forfeiture of the team.

Any questions please direct questions to Rocky Black: 734-334-6972