



2017 MNU HS TEAM CAMP

TEAM CAMP RULES

Normal Kansas High School rules unless otherwise noted which includes on the release of Free Throws

Home team:

First team listed or top team in bracket play wear light jerseys.

Visiting team:

Second team listed or bottom team in bracket play wear dark jerseys.

TEAMS MUST PROVIDE A SCOREKEEPER or CLOCK KEEPER

Game Length:

Varsity & JV Divisions

5 Minute Warm Up

2-16 Minute Halves – stop clock

3 Minute Halftime

Overtime

3 Minutes (Clock stops on dead balls)

2nd Overtime is sudden death

Fouls:

Each player receives 6 personal fouls.

1&1 after the 10th team foul, and will remain 1&1 for the half.

All normal shooting fouls are still 2 or 3 shots respectively.

Time-outs per game:

Two (2) 1min time outs per half. They do not carry over. (Use them or lose them!)

One (1) additional 20 second time out for each overtime period.

Mercy Rule: If a team gains a lead of 15 or more points with 10 minutes or less to go in the 2nd half, the clock will run. When the score difference is back under 15, the clock will begin to stop on every whistle.

*** Teams provide own balls ***

Tie Breaker For Pool Play

First tie breaker is always head to head with teams involved in a tie.

Three (3) teams tied –tiebreaker is point differential; 2nd tiebreaker is points allowed; 3rd is a coin flip.

Maximum points for a win or a loss is 20 points

Example – West HS 64 – East HS 32

West HS +20 & East HS -20