

## **Bearcat Classic Rules**

All Games Will be Played 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.

For girls and boys 10 second backcourt rule will be used.

5 second closely guarded rule will be in effect.

Each team is given 3 (45 second) timeouts per game. No carryover in overtime. Each team is allowed 1 timeout per overtime session.

Overtime will last 2 minutes

Regulation foul line to be utilized for 4<sup>th</sup> – 12<sup>th</sup> Grade.

Grade 4 ONLY can jump over the line

3<sup>rd</sup> Grade will use the 12 foot line.

Bonus will begin on the 8<sup>th</sup> foul of the half (one on one free throws).  
Double bonus begins on the 11<sup>th</sup> foul.

Three point line is in effect.

Personal fouls: 5 per player.

20 point mercy rule in second half. Clock becomes continuous.

28.5 Sized balls used for all girls divisions and boys ages U10- U12

Game Lengths:	9u/3 <sup>rd</sup> -12u/6 <sup>th</sup> Grade	12 Minute Halves
	13u/7 <sup>th</sup> -17u/11 <sup>th</sup> Grade	14 Minute Halves

Clock Stops on all normal whistles

### **Tie Breaker**

- 1. Head to Head**
- 2. Point Differential ( maximum of 15 per game )**
- 3. Head To Head**

**\*\*\* In a 3 way tie. The top team is 1<sup>st</sup> place based on point differential. Once that is established, 2<sup>nd</sup> and 3<sup>rd</sup> place are determine by the head to head matchup between those two teams only (the winner becomes the 2<sup>nd</sup> place team the loser becomes the 3<sup>rd</sup> place team.**