

FAB 48 East Rules

1. National High School Federation rules will be followed except:
2. Each player will be allowed a total of six (6) fouls before being disqualified.
3. ONE and ONE FREE THROWS will NOT be shot until the 10th FOUL!!! (NOT THE 7TH!!!)
4. All games will be played in two (2) sixteen (16) minute halves.
5. Overtime periods will be two (2) minutes in length. There will be one (1) thirty-second (30) timeout in overtime with no carryovers for each team. Each extra overtime period is one (1) minute with no timeouts allowed. AFTER TWO (2) overtimes, SUDDEN DEATH.
6. There will be a two (2) minute rest period between halves.
7. Teams will be allowed to call two (2) full timeouts and two (2) thirty-second (30) timeouts during the regulation game. (FOR OVERTIME SEE RULE #5)
8. There will be no dunking allowed in warm-ups.
9. There will be a minimum two (2) minute warm-up period between games.
10. No game will begin before the time listed on the official game schedule.
11. All teams are expected to arrive for games prior to the scheduled start times. The amount of grace time that a team will be allowed and not have to forfeit their assigned game when they are not prepared to play at game time will be determined by the tournament committee based on all information available. If a team knowingly cannot play their game, they must notify the Tournament Director in advance.
12. All players must have high school eligibility remaining or be going into their first year of prep school, so that they are being recruited to enter college in the upcoming Fall/Spring.
13. All players must be legal residents of the state in which the team is located or be legal residents from a geographically adjoining state. No more than a total of three (3) players from adjoining states may participate on any one-tournament team.
14. Pool Tiebreakers: In case of a two-way pool play tie, the winner of the head-to-head matchup will get the higher seed. In case of a three-way tie, a point differential using all pool play games will be used to determine play-off seeding with no win garnering more than 15 points allowed (15 point maximum per win) as well as no loss being counted as more than 15 points in the negative. IF there is a tie of point differential: if two teams tie, we move to head to head tie breaker.
15. Fighting WILL NOT be tolerated. Players or coaches involved will be removed tourney.
16. Mercy Rule: If a team is up 20pts or more with two (2) minutes or less to play in regulation, the game will be terminated at that point.