

- 1. Full court press is allowed at any time during the game, unless one team is ahead by twenty points. With a twenty point lead teams cannot pick up players until half court.
- 2. Games will consist of two twenty-minute halves with a nonstop clock (except for time-outs, injuries, or the last minute of the game). The clock will not stop in the final minute of the game if a team has a twenty-point lead. All overtime periods will be two minutes. Half time will be three minutes.
- 3. Each team will be allowed two time-outs per half (cannot be carried over to second half or overtime). Teams will be given one time-out for each overtime period. All time-outs are 45 seconds.
- 4. All technical fouls will be a two-shot technical foul, plus loss of possession. If a technical foul is called on a player, it will also count as a personal foul. Anyone ejected from a game must leave the gym immediately and may not participate in or attend any further games in the tournament.
- 5. All calls made by an official will stand as called and are not subject to change. Abuse of the officials or tournament staff will not be tolerated.
- 6. Each team must dress uniformly and players must have a distinct number on their uniform.
- 7. All spectators must remain on the bleachers at all times, unless to use the restrooms or drinking fountains.
- 8. Each team will be allowed three bench coaches.
- 9. Per Kansas State rules all teams will participate with a 28.5 ball.
- 10. Game time is forfeit time.
- 11. If games are running behind, teams will be allowed three minutes to warm up before the start of their game. Otherwise, all games will start as scheduled.
- 12. Players from a team in the top division may not play on a lower division team from the same organization.