



AHEPA MARROW Playing Rules

All Games will be played under Illinois High School Association (IHSA) rules except as noted otherwise below by the Ahepa Marrow Tournament Committee

1. **Men's Division Group games & Senior Men's Division games** will consist of two (2), Twenty (20) minute halves. Clock will stop on only timeouts. The last two (2) minutes of each half, the clock will stop on all whistles. If there is a 15-point lead or greater in the last two (2) minutes of the game the clock can continue to run **only during group play.**
2. **Men's Gold & Silver Division games** will consist two (2), Sixteen (16) minute halves. Clock will stop on all free throws and timeouts. The last two (2) minutes of each half, the clock will stop on all whistles. In the Gold Division, Silver Division, and Senior Men's Division Semi-finals and in all Division championships, the clock will stop on all whistles. **There will be a 30-second shot clock for all Gold Division games, the Silver Semi-finals, and Silver Division Championship.**
3. **Women's Division games** will consist two (2), Sixteen (16) minute halves. Clock will stop on all free throws and timeouts. The last two (2) minutes of each half, the clock will stop on all whistles. In the Women's Championship, the clock will stop on all whistles.
4. **Boys High School Division games & Boys HS (Fr. & So.) Division games** will consist two (2) Sixteen (16) minute halves. Clock will stop on all free throws and timeouts. The last two (2) minutes of each half, the clock will stop on all whistles. In the High School & HS (Fr. & So.) Championship the clock will stop on all whistles.
5. **Grade School Division games** will consist two (2), Fourteen (14) minute halves. Clock will stop on all free throws and timeouts. The last two (2) minutes of each half, the clock will stop on all whistles. Only in the Grade School Championship game will the clock stop on all whistles.
6. **Biddy Division games** will consist two (2), Twelve (12) minute halves. Clock will stop on all free throws and timeouts. The last two (2) minutes of each half, the clock will stop on all whistles. Only in the Biddy Division Championship game will the clock stop on all whistles. **Press is allowed in the last two (2) minutes of each half.** However, the team pressing cannot have a Eight (8) point lead or greater.

7. Three (3) full timeouts (60 seconds) per game, two (2) 30 second timeouts per game, and 1 full timeout (60 seconds) per overtime period for each team. Timeouts from regulation can carry over into overtime.
8. Halftime will be 4 minutes.
9. Overtime periods will be 4 minutes. During the overtime, the clock stops on all free throws and time-outs. During the last two minutes, the clock will stop on all whistles.
10. Bonus occurs on the 7th foul of each half; Super bonus on the 10th foul of each half.
11. Alternating possession rule applies. The possession arrows will be in effect, including the start of 2nd half.
12. A Player will foul out after **6 fouls** in the Men's, Senior Men's, and Women's Division. In all other divisions, a player will foul out after **5 fouls**. **Technical fouls do not count as personal fouls or team fouls.**
13. All un-sportsmanship fouls are 2 free throws & the ball out of bounds. Two (2) technical fouls in one game constitute ejection from the game.
14. Two minutes after game time is forfeit time. Teams must have a **minimum of four players dressed &** in uniform on the floor ready to play when the official blows the whistle to begin the game.
15. A player, coach or manager removed from a game for **ANY** type of fight or other severe unsportsmanlike-like conduct may be unable to participate in any further tournament activities pending review from the Ahepa Marrow committee.
16. Dunking is allowed in gyms with breakaway rims, however hanging on the rims is an automatic technical foul.
17. A **30 second shot clock** is in effect for all Gold games, Silver Semi-finals & Championship games. **The shot clock shall be reset to 30 seconds anytime the following occurs: (1) Change of possession (2) Ball contacting the rim of the team which is in possession.**
18. The 30 second clock shall remain the same as when play was interrupted or reset to 15 seconds, whichever is greater, anytime the following occurs: **a defensive foul, defensive kicked ball, or jump balls retained by the offensive team** as the result of a held ball caused by the defense.
19. Only During the Gold and Silver Division games in the last one minute of each half, a team that rebounds the ball without advancing it or is inbounding the ball after a made basket/free throw that calls a time-out has the option of advancing the ball to half court.
20. During all Gold games and the Silver Semi-final and Championship game, in the last minute of the game the clock shall stop on made baskets until the ball is inbounded.
21. The AHEPA MARROW Tournament Committee reserves the right to rule on all controversies.