

# Greenline Tournament Rules

## Time

- Two, 20-minute running clock halves.
- Stop clock last 1 minute of 1st half.
- Stop clock last two 2 minutes of 2nd half (if score differential is 10 or less).
- All overtime periods will be one (1) minute stop clock.

## Time-Outs

- Each team receives 2 time-outs per game that they may use at any time.
- Each team receives an additional time-out per overtime.

## During RUNNING CLOCK play:

### **2 Point Attempts:**

- Shooting fouls on a 2-point basket result in one free throw to earn 2 points.
  - If they make the Free Throw, they receive 2 points.
  - If they miss the Free Throw, they receive no points.
- If they are fouled and make the basket, they will be awarded 3 total points without shooting the free throw.

### **3 Point Attempts**

- Players fouled while shooting a 3-point basket are awarded 2 points and 1 free throw.
- If they are fouled and make the basket, they will be awarded 4 total points.

## Fouls

- All team fouls will be counted, but free throws based on Team Fouls only apply during Stopped Clock play.
- Technical fouls result in two points and possession of the ball.

## During STOP CLOCK play in first and second half:

- All CIF high school rules apply in the final minute of first half and final 2 minutes of second half.
- All foul shots will be taken based on the bonus (7 fouls) or double bonus situation (10).
- No individual fouls will be counted.
- Shooting Fouls will be played as per normal CIF rules during Stop Clock.