

2026 Rules for The Fighting Scot Challenge

Rules

- 1 All Games will be played using the National High School Federation Rules with the following Exceptions:
- 2 Warm-ups are 4 minutes long (site director has right to shorten warm-ups if games start falling behind)
- 3 Half time is 3 minutes long (site director has right to shorten half time if games start falling behind)
- 4 Lane Entry on foul shots on release
- 5 Regulation foul line to be used with the exception of 3rd & 4th grade. They can shoot from 12 feet.
3rd & 4th grade foul shooter can not be 1st person to touch ball. If they are it is a turnover and other team will get possession of the ball.
- 6 Bonus will begin on the 8th foul (one an one free throw) and double bonus will begin on 11th foul (2 shots)
- 7 Personal fouls - 5 per player
- 8 10 second back court violation will be enforced
- 9 Time outs are per regulation game - 3 - 45 second timeouts
- 10 Overtime - each team is allowed 1- 45 second timeout. Any unused timeouts prior to overtime do NOT carryover.
- 11 All girls games - us 28.5" ball
Boys grades 3rd - 6th use 28.5" ball
Boys grades 7th - varsity - use 29.5" ball
- 12 Clock Stops last 30 seconds of 1st half & last 2 min. of 2nd half if within 15 points
- 13 Game Lengths:
20 min halves running clock all grades
- 14 Overtime is 1 minute - Double overtime - first team to score 2 points win (Sudden death)
- 15 Any protests will cost \$100
- 16 Any coach or player ejected from any game for any reason, including technical fouls will not be allowed to return to coach or play for the remainder of the tournament
- 17 **ALL PLAYERS** can only play on 1 team per grade group. If caught playing on multiple teams in the same grade bracket, both teams will forfeit all games played and the player will be disqualified from the tournament.
NO EXCEPTIONS!!!!
- 18 Boys can only play in Boys divisions. No exceptions
- 19 Girls can only play in Girls divisions. No exceptions
- 20 Only eligible players plus a maximum of (3) non players may be on the teams bench

Tie Breakers

- 1 overall Record
- 2 head to head
- 3 point differential (15 points max)
- 4 least amount of points allowed
- 5 total amount of points allowed