

### 3 GAME SHOOTOUTS™ RULES

---

- **Arrival:** Each team should arrive at least 15 minutes before scheduled game time. Games will begin up to 10 minutes early only if BOTH coaches agree.
- **Admission:** Two coaches and one score/timekeeper are allowed entry into the event without paying admission. Each coach, assistant coach, and score/timekeeper must check-in individually to receive their tournament wristband. Only three passes per team will be issued.
- **Score/Timekeeper:** Each team is responsible for providing one adult, at least 18 years of age, to run the clock, or keep the scorebook. The scorebook will be kept at the scorer's table, and there can be no coaching by the person while keeping the scorebook or the clock.
- **Roster:** No player may be listed on two team rosters in the same age division. Coaches should include any players that may play in any game of the tournament on their roster for the first game, even if the player(s) is/are not present at the first game.
- **Pre-game warm-up:** Pre-game warm-up will a minimum of three minutes and will be more if time allows.
- **Halftime:** Halftime will be a minimum of three minutes and maximum of five minutes.
- **Two 20-minute halves:** The clock will only stop during time-outs and during dead balls in the last two minutes of each half of regulation play, or by referee's discretion.
- **Overtime:** First overtime will be two minutes, with the clock stopping on dead balls ONLY in the last ONE minute of overtime, or by referee's discretion. Second overtime will be SUDDEN DEATH (first team to score a point—FT or FG—wins).
- **Bonus:** One and one bonus will be shot on the 7th team foul. **Double Bonus:** Two shot super bonus will be shot on the 10th team foul.
- **Time-outs:** There will be two 30-second time outs per half, which do not carry over from half to half. There will be one 30-second time-out per overtime, which does not carry over from overtime to overtime.
- **Pressing:** 7th & 8th grade divisions: with a 20-point lead or more, no press is allowed. 5th & 6th grade divisions: with a 15-point lead or more, no press is allowed. Teams in the 4<sup>th</sup> grade division may only press in the last two minutes of each half, if less than a 15-point lead. Teams in the 3rd grade division may only press in the last ONE minute of the 2<sup>nd</sup> half ONLY. No press in the 2<sup>nd</sup> grade division.
- **Defense:** Any defense is allowed. (i.e., Man-to-man or zone)
- **20 Point Lead:** If a team is down by 20+ points in final 2 minutes of 2<sup>nd</sup> half, the clock will only stop during timeouts.
- **3-Point FGs:** Three-point field goals are allowed in all age groups.
- **Ball Size:** Boys 9U-12U Use 28.5", Boys 13U-14U Use Regulation Ball, All Girls Use 28.5"
- **Technical Foul:** Technical fouls will result in an automatic two points and the ball for the opposing team.
- **Forfeit Rule:** To keep the tournament games on schedule, a team that arrives more than 10 minutes late will start the game with a 15-0 deficit. The game will then consist of two 12-minute halves. If a team is more than 20 minutes late, the team will forfeit the game. The score will be recorded 15-0 in the official tournament standings.
- **Seeding Criteria:** Seeding is based on the following criteria, in the order shown:
  - Win/Loss Record
  - Head-to-Head Competition
  - Point Differential (Maximum of +/- 15 per game)
  - Defensive points allowed
  - Offensive points scored
  - Virtual Coin Flip
- **Additional Rules:** In addition to the rules listed on this document, games will be governed by NFHS rules. The tournament director reserves the right to make rulings in the greater interest of the tournament if necessary. Those rulings are final.