



Refunds: There will be no refunds for any team pulling out of this event.

Forfeits: Forfeits will be enforced to keep the games on time. Any teams that purposely forfeits because of non-pool advancement will not be allowed to enter any other AGame SuperShootout Events.

Playing Times: All Games Use Stop Clocks

3rd Grade – (9U Division) - 2 (12 Minute Halves)
4th Grade – (10U Division)- 2 (14 Minute Halves)
5th Grade – (11U Division)- 2 (14 Minute Halves)
6th Grade – (12U Division)- 2 (14 Minute Halves)
7th Grade – (13U Division)- 2 (16 Minute Halves)
8th Grade – (14U Division)- 2 (16 Minute Halves)

Fouls:

Foul Out- 5 Fouls

1-1 Bonus- 10 Fouls

Double Bonus- 13 Fouls

Game Time and Grace Period:

Each Team is responsible of being at the gym at least 45 minutes before their scheduled game. There will be a 5 minute grace period allowed. If you team is not present, 5 minutes will be placed on the clock and if the team does not show then it is considered a forfeit. There will only be a 5 minute warm up time before the game and 2 minutes at halftime.

Overtime: 3 minutes.

Time Outs:

There will two full timeouts a half (4 per game) for each team. No carry over and no 30 seconds time outs. One timeout issued for overtime.

Mercy Rule:

If a team is ahead by 20 points or more the game will continue with a running clock. If the game score drops below 20 points, a normal stopped clock will resume.