



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

9U Division- 2 (12 Minute Halves)
10U Division- 2 (12 Minute Halves)
11U Division- 2 (12 Minute Halves)
12U Division- 2 (14 Minute Halves)
13U Division- 2 (14 Minute Halves)
14U Division- 2 (14 Minute Halves)
15U Division- 2 (15 Minute Halves)
16U Division – 2 (15 Minute Halves)
17U Division – 2 (15 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.

Player Ejections:

Any player ejected from a game will be suspended the very next game (NO EXCEPTIONS). Any player involved in or ejected for fighting will be suspended the remainder of the tournament (NO EXCEPTIONS).

Birth Certificates:

All teams must have birth certificates and report cards for each player on their roster in case of a challenge. Each team will be allowed unlimited grade exceptions. AAU Age/Grade Rules are enforced. Failure to produce both documents will result in an automatic player disqualification from the tournament.

Challenges / Protest: A protest of a particular player must be made before the start of the game. Teams must submit a protest fee of \$100. The protesting teams \$100 will be refunded if the protest is upheld and forfeited if the protest is not upheld. Teams being protested must produce a legal birth certificate and a current year report card on the spot. Failure to produce both documents will result in an automatic player disqualification from the tournament.

Tie Breaker Criteria (In Order):

1. Won-Loss Record
2. Head to Head Competition
3. Point System (Margin Of Victory...plus/minus)- Any team winning by more than 15 points will only be rewarded 15 points for the victory (For example, if your team wins by 22 points you still will be rewarded only 15 points).
4. Least Amount of Points allowed in Pool Play
5. Coin Flip

Attention: Any teams that don't complete the tournament including 3rd Place games will be subject to be omitted from future AGame SuperShootout Events.

Any rules not mentioned above will be worked out fairly at the discretion of the tournament director.