

The Big Showdown

The official rules for The Big Showdown are the same as the CIF High School Rules unless otherwise indicated.

Game play time:

Two 20min running clock halves for:

Girls 5th-8th grade & Boys 9 & under – 14 & under. Stop clock the last two minutes of the game if the score differential is less than 15 points

Two 14min stop clock halves for:

All Girls High School and Boys 15 & Under – 17 & Under.

Running Clock in the 2nd half once winning team is up by 20 pts. Clock doesn't stop until lead is 10 pts. or less.

A forfeit MAY be declared if a team fails to appear with at least five (5) eligible players at game time. The forfeit will be issued by the gym supervisor and exceptions MAY be allowed. Overtime will be 3 minutes. There will be a sudden death period after 1st overtime.

Standings:

Winner of each pool is determined by win/loss.

Two way ties are determined by head to head.

Three way ties are determined by most (+) points differential.

Other rules:

Closely Guarded Rule (girls): 5 second count while holding the ball (not dribbling) and defense is within 6 feet in guarding stance.

Closely Guarded Rule (boys): 5 second count while dribbling and defense is within 6 feet in guarding stance.

Double bonus at 10th foul...No one and one.

Each player is allowed **“6”** fouls before fouling out.

Three (3) timeouts per game and one (1) timeout for overtime. (Timeouts don't carry over to overtime)

10 second backcourt violation.

The head coach is the only certified person that can approach the score table

with questions. All other coaches must remain on the bench. Only one (1) person can be standing at any time.

Players are allowed to play in two teams, but separate divisions as long as they are grade and age eligible.

All teams must have proof of grade and age of their players if challenged.

28.5 Basketball used for all girls games and 8u boys, 9u boys & 10u boys.

IF YOU ARE EJECTED FOR ANY REASON, YOU ARE DONE FOR THE WEEKEND!