

# ***Panther Shootout***

## ***Tournament Rules***

*All NFHS rules apply except for the following*

### **Coach Check In:**

- The facility will open 30 minutes prior to 1<sup>st</sup> game.

### **Length of Game:**

- Two 14 minute stop clock halves
- Clock will run if there is a 20-pt lead in 2nd half when clock reaches the 8 minute mark.
- Mercy Rule: If there is a 20-pt lead with 2 minutes or less remaining the game will called.
- Halftime will last 2 minutes and warm up will last 3-5 minutes.

### **Miscellaneous:**

- 28.5 ball used for all divisions except 7<sup>th</sup> & 8<sup>th</sup> boys will use the 29.5 ball unless both coaches agree to use the smaller ball.
- One coach may stand unless they receive a technical foul.
- If ejected, the coach or player will NOT be allowed to coach/play in next game.
- No warm-up basketballs provided and Home teams provides game ball.
- First team listed or on top of bracket is Home team and will wear light jersey.
- 1-and-1 on the 7<sup>th</sup> team foul and all team fouls afterward – no double bonus.
- Each team must provide volunteer to do the official scorebook or operate the scoreboard. Have this person ready to go when your team is the home team and have them report to the scorer's table.

### **Overtime:**

- Overtime will be 2 minute stop clock. Thereafter it will be one minute (stop clock).

### **Timeouts:**

- 3 full timeouts per game.
- One full timeout per overtime period, no carry over from previous halves.

### **Admission:**

#### **Weekend Admission**

Adults = \$13.00

K-12 Student = \$10.00

5 and under = Free

#### **Daily Admission**

Adults = \$10.00

K-12 Student = \$7.00

5 and under = Free