



2018 Wildcat Shootout Rules

GAME RULES FORMAT:

1. We are using high school federation rules for all games, ages and divisions, unless changed below.
2. Zones, presses, double teams, etc. are allowed for all ages.
3. Exception is no 30 second shot clock. 10 second back court rule will be used.
4. A five minute grace period will be given before a game is forfeited. The forfeit goes as a 15-0 win with regards to tie breakers.

GAME TIME:

1. Two 20 minutes running clock halves unless otherwise stated.
2. Stop clock last two minutes of each half unless a team is ahead by 20 pts.
3. Clock will not be allowed to run out on a free throw.
4. Clock stops on all timeouts.
5. Normal warm-up are 5 minutes.
6. Half time shall be 3 minutes.
7. Tournament director may change length of warm-up and half times for or during any tourney

TIMEOUTS:

1. 3 Full time outs per game. Use them anytime during regular play time.
2. Clock will not start on a free throw until ball is back in play. (Not when player is handed the ball by the referee).
3. Timeouts do not carry over to overtime. Each team will be given one timeout in the first overtime
4. No timeouts in the sudden death overtime

OVERTIMES:

1. First overtime is 3 minutes—2 Minute running clock and 1 Minute stop clock.
2. 2nd overtime is sudden death: First team to score—No Timeouts
3. Championship Tournament Game only will not end in Sudden Death play. The game will continue to play using 3 minute overtime(s) till a team wins. Time outs do not carry over. One timeout per overtime.

PRESS ON/OFF RULE:

1. Teams may full court press until they are ahead by 20 points
2. Teams may return to full court pressing once the score drops to 15 or below
3. Half court pressing or half court trapping is allowed at all times

FOULS AND TECHNICAL FOULS:

1. Players will be disqualified on the 5th personal foul
2. One and one will be shot on the 7th team foul
3. Double bonus will be shot on the 10th team foul
4. Technical fouls will result in two points and loss of possession of ball



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5. Technical fouls count as team fouls, and personal fouls

6. Flagrant fouls are same as technical fouls

BALL SIZE:

1. 3rd, 4th, 5th & 6th grade boys' teams will use the 28.5 size ball

GAME JERSEYS:

1. Teams listed on the bottom of the schedule or on right will be designated home team and must provide a different color jersey in case both teams are wearing same color (Exception – if referees and visiting coach agree then game may be played anyway)

GAME DISPUTES:

1. Tourney director will settle all disputes at the time of the disputes

2. Coaches will not be allowed to file protests

TIE BREAKERS:

1. First tie breaker is head to head results

2. 2nd tie breaker is total points difference for games played only against teams involved in the tie breaker, 15 points maximum on this tie breaker. **If four or more teams in the pool, then Tourneymachine tiebreaker not used.** After 1st place is established then head to head applies.

3. 3rd tie breaker is team with least amount of points scored against them verses teams involved in tie break.

4. If still tied, coin flip will be used.

SPORTSMANSHIP:

1. Coaches are responsible for the conduct of their fans.

2. Officials or tournament director may remove any player, coach, or fan whom he or she feels is demonstrating unsportsmanlike conduct. There are no refunds to anyone who is removed from the gym.

3. Anyone receiving two technical or flagrant fouls in a game will be removed from the gym and will not be allowed to participate in the balance of that tournament (Tournament director has the right to make a ruling).

4. Any fan asked to leave the gym will be banned for that game and any other amount of time the coordinator feels fit.

PLAYERS:

1. Players may play up a grade but never down a grade

2. Players may only play on one team, one grade and only play in one age division. Tourney exception to this rule: The director approves a player to play on 2 teams (not in the same grade or division). Must be approved prior to the start of the tournament. **Players may only play on one team per division.**

3. Teams having multiple grades on their team must play at the highest grade level. I.e. you have nine 5th graders on your team and one 6th grader you must play in the 6th grade division.

MISC:

1. Tournament Directors reserve the right to make any decision we feel fair and appropriate should an issue arise not covered in the rules above. Thank you for participating.