

Panther Shootout Rules

Tournament Rules

All NFHS rules apply except for the following

Coach Check In:

- The facility will open 30 minutes prior to 1st game.

Length of Game:

- 4th-6th grades two 14 minute stop-clock halves
- 7th-8th grades two 16 minute stop-clock halves.
- Clock will run if there is a 15-pt lead in 2nd half when clock reaches the 7 minute mark.
- Mercy Rule: If there is a 15-pt lead with 2 minutes or less remaining the game will be called.
- Halftime will last 2 minutes and warm up will last 3-5 minutes.

Miscellaneous:

- 28.5 ball used for all divisions except 7th & 8th 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 7th team foul and all team fouls afterward – no double bonus.
- NO PRESS when up 20+ points.
- 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.
- Coaches will receive up to 3 wristbands (for coaches and scorekeeper) when they check-in at the desk of the facility before their first game.

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.

Tiebreaker:

- Head-to-head
- Pt differential (Max. +20)
- Pts scored
- Pts allowed

Admission:

Weekend Admission

Adults = \$15.00

K-12 Student = \$10.00

5 and under = Free

Daily Admission

Adults = \$10.00

K-12 Student = \$7.00

5 and under = Free