



NEXT LEVEL
PERFORMANCE ACADEMY

MAYB CAPITOL CITY SHOOTOUT RULES & REGULATIONS

TOURNEY RULES

Iowa High School Rules, except as follows:

- ✓ **In the event of a tie in the final standings, tiebreakers will be used in the following order:**
 - Win/Loss Record
 - Head-to-Head
 - Points scored/Margin of Victory (Max. + 15)
 - Points allowed Loss (Max. -15)
 - Coin Toss

LENGTH OF GAMES

Games will consist of (2) twenty-minute halves with a running clock. **The clock will stop on all time-outs and for injuries. The clock will also stop for all whistles in the final two (2) minutes of each half; however, if a team is ahead by 20 points or more the clock will run continuously in the final (2) minutes of the second half; if the lead falls below 20 the clock will stop.** There will be a 5-minute warm-up or more pending time available and 5 minute half-time.

OVERTIME

First and/or second OT will be 2 minutes, clock stops on all whistles. If necessary, the third OT will be sudden death. **OT begins with a coin toss.**

TIME-OUTS

Each team will be allowed (3) Full time-outs per game. One (1) additional time-out will be awarded in the first and second OT. Time-outs will not be allowed in the sudden death overtime.

GAME/WARM-UP BALL(S)

The referee will be solely responsible for selecting the game ball utilized during play. All teams must bring their own warm-up balls. **All girls and middle/elementary boys divisions will play with a 28.5 ball; high school boys 29.5.**

TECHNICAL FOULS

All technical fouls will be 2 shots and the ball. Any player or coach receiving two technical fouls in a game for unsportsmanlike like behavior will be excused from competition! In the event a coach is ejected from the game, he/she is required to leave the gym! NO EXCEPTIONS! No standing in doorways!

OFFICIAL SCORERS/BOOKEEPING

All teams are REQUIRED to provide a clock or score keeper for each of their games. In the event a team fails to provide a person to run the clock or keep scorebook, your team will be assessed penalties which could include game forfeiture. The scorebook is the FINAL decision when questions of score, fouls timeouts etc. arise and officials will be courtside to answer any questions.

Home team is always the first team listed on the schedule and gets to choose their bench first.

Teams are required to wear reversible jerseys or bring 2 sets of contrasting colored jerseys. Home team must wear light colored jerseys. All jerseys must have numbers on the front and/or back. Home team is the first team listed.

SCORES AND SCHEDULES

Scores and schedules will be updated every hour throughout the tournament. To check out game scores and tournament brackets just log on to **<http://www.tourneymachine.com>** and go to **CAPITOL CITY SHOOTOUT 2021**.

PROOF OF AGE OR GRADE

All teams must present proof of age or grade if requested at any time by the Tournament Director to settle a dispute. Any team playing an ineligible player will forfeit all games in which they competed! Current grade at the conclusion of this school year will be used.

SPORTSMANSHIP

All teams are expected to display GOOD sportsmanship towards other teams and tournament officials. Habitual violators will be removed from the tournament and BE POTENTIALLY denied entry to future NLPA tournaments. Any parent, fan or associate, of any given team exhibiting behavior not conducive to sportsmanship will be required to leave the facility at the request of the Site Director.

SITE DIRECTORS

A Site Director will be available at all locations and responsible for keeping the games on schedule, provide oversight for referees, interpret rules and settle disputes. Site Directors have full authority to change length of half time and warm up time to ensure games start at the designated time. **GAMES WILL START AT THE SCHEDULED TIMES AND REFS ARE NOT PERMITTED TO START GAMES EARLY!!**