

2023 Badger Shootout Rules



Badger Shootout Rule Summary

*20 minute halves with clock stopping last minute of each half, as well as timeouts, etc. Clock will continue to run if a team is up by 15+ points.

*Pressing is allowed up to a 15+ point lead. 3rd grade boys & 3rd/4th grade girls are NOT allowed to press.

*3 full (1 minute) timeouts per game. One additional timeout per overtime; timeouts do not carry over from regulation. 3 minute halftime.

*Overtime will be 2 minutes with clock stopping last minute. 2nd OT will be sudden death with first basket scored is the winner.

*All divisions (boys & girls) will play on 10-foot hoops.

Complete Rules & Regulations

1. Home team wears light, Away team wears dark. Home teams are listed on “top” of Tourney Machine scheduled games. Home team supplies the game ball.
2. Regulation High School Activities Association rules will be followed with the following exceptions:
 - a. 20-minute running clock except for the last minute of each half, unless one team is ahead by 15 points or more. In addition, the clock will stop on all technical fouls, injuries, or timeouts (including officials TO). Clock does not restart until it would in a normal dead ball situation.
 - b. Teams are not allowed to press over half court with a 15 point or more lead. The first violation will be a warning, if it continues a technical foul may be assessed to the bench if the officials deem it intentional. 3rd grade boys & 3rd/4th grade girls are not allowed to press past half-court, and must get back on defense once the other team controls the ball.
 - c. 3rd grade boys & girls will play with a 27.5 (junior) ball; 4th –7th boys & 4-8th girls will use intermediate size (28.5) ball. 8th grade boys will use full-size regulation ball (29.5). Teams will need to provide their own warm-up basketballs. Home team will provide the game ball.
 - d. 3-minute half time and 5-minute pre-game warm-up (warm up may be shortened if running behind)
 - e. Doors will open approximately 20 minutes prior to the start of the first game. Game time is forfeit time.
 - f. We recommend jerseys with number on front and back with no number restrictions.
 - g. 3 full (1 minute) timeouts per game. One additional timeout per overtime; timeouts do not carry over from regulation.
 - h. All divisions will play on 10-foot goals.
3. Individual medals will be awarded for 1st and 2nd place in each division.
4. Player eligibility will be checked by a current grade card, if requested. Players may play “up” in an older age group, but not “down” in a younger age group. Players cannot play on multiple teams in the same division (no exceptions).
5. All games will be officiated by certified officials.
6. Inappropriate behavior will not be tolerated! A referee may remove players from the game or tournament for inappropriate behavior. We are here for the kids. Do not allow or condone poor sportsmanship. This includes coaches and parents!
7. Referee may stop clock within reason. Intentionally wasting time to shorten the game can be punished by a technical foul. This does not mean a team cannot use a delay offense at any time they choose.
8. Each tournament site will have a gym coordinator. Please direct all questions, comments, or concerns to this individual.
9. Tiebreaker procedure is as follows: 1) Head to Head Record 2) Point Differential (15-point max per game) 3) Points Allowed 4) Points Scored per game.
10. The first overtime will be 2 minutes in length with clock stopping last minute. One additional time-out for each overtime. The second overtime will be sudden death (first team to score wins).
11. All rosters are final after roster edit deadline (TBD). Players names and jersey #'s need to be listed on Tourney Machine Roster to be eligible. Teams abusing this rule will be subject to forfeiture.
12. Each team needs to provide a clock operator or score keeper for each game. Gym coordinators will collect score sheets after each game.
13. Scores will be posted on Tourney Machine within 45-60 minutes following each game.
14. Only 2 coaches per team will be allowed on the team bench. No exceptions!
15. Only the Head Coach can make comments to the referees or workers at the score table. If the assistant doesn't comply, the referee is instructed to call a technical foul on the bench.
16. Only the Head Coach will be allowed to stand.
17. It is understood that these games get quite competitive. It is important that all maintain a proper etiquette and display of sportsmanship.
18. The referees will be given full licensing to eject fans and coaches from the gym.
19. Note: We have multiple cameras within our gyms, and virtually everything is recorded. Any incident will be thoroughly reviewed!

****Fan Decorum:** Fans who cross the line and verbally abuse or berate the officials will be removed from the facilities. Like players and coaches, officials will from time to time miss calls, and as a spectator, you do not have a right to admonish or berate officials. We encourage you to simply show up and cheer on your loved one and their teammates.

****Coaches Decorum:** Only the head coach is allowed to address the official. The assistant coach may not address the officials. If a coach or assistant coach receives a technical foul, the seat belt rule will apply and both coaches will need to sit for the remainder of the game. If a coach receives two technical fouls, they will be ejected and will need to leave the gym area for the remainder of the game. Coach may return to coaching afterwards, but will need to leave all tournament venues for 2nd ejection within the tournament.