

## 2023 Missouri River Shootout General and Game Rules

**\*\*\*Teams need to be at gym at least 20 minutes prior to scheduled game time – Games will start on time\*\*\***

### General Rules:

1. Each team is **REQUIRED** to have a designated book/Clock Person. **Home Team will keep Book – they will receive free admission. Away Team will run clock.** Home team will be listed first on pool or top of bracket game. If a team cannot provide this person then 15 points will be given to other team.
2. All coaches must sign the Coach/Team Conduct form included in Registration Package.
3. **INTEGRITY** will be enforced in regards to players participating in their own division **\*\*For example No Junior's playing in 9/10th grade division or 6th Graders playing in 5th grade division, Etc.\*\*** - this can result in forfeit of played games and/or upcoming games.
  - A. **7th through 11/12th grade division will be required to show documentation of current grade if brought to the Tournament Director/Site Supervisor's attention with proof.**
4. Players can play on another team but has to be in different division or play up, cannot play on two teams in same division. Cannot play down.
5. Coaches are responsible for their team conduct and schedules. Each team must furnish their own warm-up balls.
6. Teams are guaranteed three games or four as outlined. Game time is forfeit time. A forfeit is considered a game and will count against your guarantee. A team can have 4 players to start a game but, 5th player must be present by start of second half, or will result in forfeit.
7. No-shows are forfeits, and in the case of consecutive no-shows, tournament managers reserve the right to forfeit a no-show team's remaining games. It is coaches' responsibility to contact Tournament Director.
8. All teams must have like jerseys with numbers.
11. Entry fee non-refundable after March 30, 2022.
12. Admission: \$10/day Adults \$5/Students 5 & under free
13. Tournament Tee shirts and Hoodies will be available for sale

### The Game:

- A. Two 18 - minute halves with clock stop on timeouts/injuries/officials timeout. Last 2 minutes of second half will be stopped time on all dead balls, free throws, etc. **(Game time can be adjusted to 16 minutes if needed depending on scheduled gym time)**
  - I. The clock will run continuous if point differential is 15 points (5th thru 6th Grade) or more. If point difference drops to below 15 then stopped clock is in effect, vice versa. Timeouts can stop clock
  - II. The clock will run continuous if point differential is 20 points (7th thru 11/12th) or more. If point difference drops below 20 then stopped clock is in effect, vice versa. Timeouts can stop clock.
- B. If team leads by 30 points, Mercy Rule will be in effect, game will be stopped at the 3 min mark of final half.
- C. No Pressing if point deferential is 20 points (6/7/8th Grade). Team that is behind can press in this situation.
- D. Three 30 second time-outs per team. No carryover. One timeout in OT.

- E. Three minute halftime.
- F. Shooting fouls will be shot. Bonus free throws will be shot on seventh team foul. Two shots after tenth foul.
- G. A player will foul out with five personal fouls.
- H. Technical foul penalty - two free throws plus ball. Unsportsmanlike technical - two free throws plus ball. Intentional fouls will be treated as unsportsmanlike. A second unsportsmanlike foul to any player, coach, or fan will result in ejection from the game. **Tournament officials reserve the right to eject any player, coach, or fan from the tournament for poor conduct. Strictly Enforced. Ejected Person(s) will have to leave premises (entire gym site). 24 rule in effect as defined in Coaches Conduct Form.**
- I. Players must check into the game with score keepers and wait for referee to motion them in.
- J. The three point basket will be in effect.
- K. Alternate jump ball possession.
- L. Defense – 5<sup>th</sup> Grade – All Defenses Allowed - No pressing if point difference is 20 points
- M. Defense – 6<sup>th</sup> thru 11/12<sup>th</sup> – all defenses allowed. 6/7/8<sup>th</sup> Grades no pressing if up by 20 points.
- N. Overtime: one two-minute period will be allowed, stop clock in effect. If a second overtime is needed, it will be sudden death, first team to score wins. Each overtime starts with a jump ball. One time-out per team. Pressing is allowed at all levels in overtime (see rules M and N).
- O. Any rules not listed will follow North Dakota high school rules.
- P. A warm up period of 3-10 minutes will be allowed before the game if time permits. 50 or 55 minute allocation of time is the priority. The tournament managers/referee reserve the right to adjust this at any time if the tournament is behind schedule.
- Q. Absolutely No Dunking allowed during warm-ups. A violation will result in a technical foul and/or the player will be removed from the tournament. We will follow NDHSAA rules for items not covered
- R. Tournament Manager/Director/Site Supervisor has final decision on situational events and has final decision.
- S. Missouri River Shootout Tournament is not responsible for accidents or theft.

**No more than two coaches and/or scorekeeper may be allowed on team bench area. Good luck to all participating teams. Play hard, Play Fair, Play with Pride!**