

# SHOOTOUT TOURNAMENT RULES

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# This tournament follows OSAA rules with the following exceptions:

# • For all ages: Two 20-minute running halves

- Clock will stop in the last two minutes if the game is within ten points
- 3-minute halftimes
- 3 full time-outs per game. Overtime teams get an additional time-out, but time-outs do not carry over into overtime

# Five-minute warm up period between games

#### Personal fouls will be tracked

# Overtime periods

- o Three minutes long, the final minute will be stop clock
- Second overtime will be one minute stop clock
- o Third overtime will be sudden death (first team to score)

#### Tiebreaker

- o Head to head record (if applicable)
- o Head to head point differential (if applicable)
- o Head to head points allowed (if applicable)
- o Total point differential
- o Total points allowed

# 5<sup>th</sup> and 6<sup>th</sup> grade

- Full court pressing is allowed (man-to-man or zone)
- o Must play man-to-man defense once across half court
- There is no trapping in the half court
- Help defense or hedging is OK but the defender must return to man-to-man. Teams may not run a switching manto-man defense.

# 7<sup>th</sup> and 8<sup>th</sup> grade boys will use 29.5 size ball but everyone else uses the 28.5 size ball

# If the lead is greater than 15 you may not full court press

# Unsportsmanlike technical fouls will result in the opposing team:

- o Automatically receiving two points and possession of the ball AND the player must sit out for 2 minutes
- o Any team receiving three unsportsmanlike technical fouls will result in a forfeit of that game
- A coach, player, or fan that receives 2 unsportsmanlike technical fouls in any one game will be removed from that game and they will have to miss the next tournament game

# OSAA officials will be provided when available