

# County Shoot-Out Classic

## Playing Rules for Tournament:

### A. Playing Rules

<u>Age/Grade</u>	<u>Halves</u>	<u>Overtime</u>
8U/2 <sup>nd</sup> Grade	14 Minute Halves	3 Minute
9U/ 3 <sup>rd</sup> Grade	14 Minute Halves	3 Minute
10U/ 4 <sup>th</sup> Grade	14 Minute Halves	3 Minute
11U/ 5 <sup>th</sup> Grade	14 Minute Halves	3 Minute
12U/ 6 <sup>th</sup> Grade	16 Minute Halves	3 Minute
13U/ 7 <sup>th</sup> Grade	16 Minute Halves	4 Minute
14U/ 8 <sup>th</sup> Grade	16 Minute Halves	4 Minute
15U/ 9 <sup>th</sup> Grade	16 Minute Halves	4 Minute
16U/ 10 <sup>th</sup> Grade	16 Minute Halves	4 Minute
17U/ 11 <sup>th</sup> Grade	16 Minute Halves	4 Minute

**All teams must check in 30 min before game time.**

Running clock, clock will stop on time outs and free throws. Clock stops at every whistle during the last 2 minutes of each half. Each team will have a minimum of 3 minutes to warm up, and 3 minute half time.

**Mercy Rule – The clock will continuously run if the lead exceeds 20 points. The clock will resume to regulation if the lead is decreased.**

### B. Press Rule

**1. 8U/ 2<sup>nd</sup> Grade, 9U/ 3<sup>rd</sup> Grade, 10U/ 4<sup>th</sup> Grade, 11U 5<sup>th</sup> Grade:**

Teams ahead by 20 points in the second half must play defense behind the half court line.

First Offense: Warning.

Second Offense: 2 shot technical.

Third Offense, and after: 2 shot technical and ball.

**2. 12U/ 6<sup>th</sup> Grade and older:**

Teams ahead by 30 points or more at any point in the second half must play defense behind the half court line.

### C. Basketball Size

8U/2<sup>nd</sup> Grade thru 12U/6<sup>th</sup> Grade will use the 28.5 basketball.

### D. Coaching

- Only **ONE** standing at all times. If served with a tech, all coaches must remain seated for the remaining of the game. If the coach gets 2 technical fouls they will be removed from the gym.
- Only the head Coach may approach the table at the end of the half. If there is a discrepancy the Head Coach may get the attention of the official to inquire about any uncertainties.

### E. Time Outs

Each team will receive three (5) timeouts the entire game, (3) 60 second timeouts and (2) 30 second timeout. If the game shall go into overtime timeouts will carryover. Each team will be given an additional (1) one 60 second timeout.

### F. Coach, Player, Fan Code of Conduct

- There will be **absolutely** no physical or verbal abuse to Official's or table staff. Coaches that have a question about a call may approach the Official in a non confrontational manor. No player's or spectator is allowed to confront any Official at anytime, if so they will be ejected from the tournament. If a player, coach or fan fights before, during, or after a game will be ejected from the remainder of the Tournament and may not attend anymore games.
- In the event that there is a brawl coaches and players must remain at their bench, bench clearing will result in ejection from the tournament with no refund.
- All Coaches/ Team Manger's and Spectators must wear their daily/weekend pass the entire weekend if it is removed they will be charged the admission fee to enter into the game.