## MOLINE BRICK HOUSE BASKETBALL SHOOTOUT RULES \& GUIDELINES

Each team will provide one adult to work @ the scorer's table for each game they play. Winning team is responsible to deliver the final scoresheet to the site coordinator.

- Game Length: **Two 16-minute halves. ${ }^{* *}$ Continuous clock except for final minute of each half. ${ }^{* *}$ Clock will not stop during the final minute of either half if one team is leading by 20 points or more. **3-minute halftime break.
- Three timeouts per game. One timeout for each overtime period, timeouts do not carryover.
- The length of overtime will be 2-minutes. OT starts with jump ball at center. Clock only stops in the last minute of the OT (continuous clock during the first minute). After the first OT period, if the game is still tied, the game will be sudden death \& start with a jump ball.
- Championship Games ONLY: NO sudden death. 2-minute OT periods until a winner is determined.
- Zone defense allowed only in $5^{\text {th }} 8^{\text {th }}$ grade divisions. NO zone defense allowed in $4^{\text {th }}$ grade division.
- No full court pressing in the $4^{\text {th }}$ grade division until the final two minutes of each half \& OT. $5^{\text {th }}-8^{\text {th }}$ grade divisions full court pressing (man-to-man or zone) allowed entire game.
- No full court press allowed by a team leading by 20 points or more (all grade divisions).
- Shoot 1-1 free throws on the $7^{\text {th }}$ team foul \& 2 free throws on the $10^{\text {th }}$ team foul in a half.
- Teams will provide their own warm-up balls along with light \& dark numbered jerseys. The $28.5^{\prime \prime}$ intermediate size ball will be used for $4^{\text {th }}-6^{\text {th }}$ grade divisions. The $29.5^{\prime \prime}$ regulation size ball will be used for $7^{\text {th }}-8^{\text {th }}$ grade divisions.
- All technical \& intentional fouls will result in the opposing team receiving two points \& possession of the ball.
- All IHSA rules will apply except where noted herein.


## Unsportsmanlike conduct will be automatic ejection from the tournament. IF ANY PLAYER, COACH, OR FAN IS EJECTED FROM A GAME, THEY MUST LEAVE THE GROUNDS \& ARE NOT ALLOWED BACK TO ANY TOURNAMENT SITE FOR REMAINDER OF THE ENTIRE TOURNAMENT.

This tournament is for the benefit of youth boys \& good sportsmanship is the rule. Coaches will be responsible for the conduct of their players \& parents. Please use good sportsmanship at all times with game officials, as well as tournament volunteers, players, coaches \& fans that come to watch. Any deviation from this will not be tolerated.

Teams must have five players to begin a game. If a team does not have five players present \& ready to play at game time, officials will declare a forfeit.

Roster established at the time of entry in the tournament shall be used throughout the tourney. Players may only play on one team. Players cannot play in multiple grade levels but are allowed to play up a division \& not allowed to play down.

Please stay off the gym floors until the preceding game has concluded. This includes during halftime or timeouts during a game.

Please supervise your kids at each of the facilities when not playing to help ensure that we are allowed to use the facilities again in the future.

Absolutely no carry-ins will be allowed. Concessions will be available at each site so please encourage your players \& fans to support the concession stand.

Tournament director reserves the right to change the tournament rules or format at any time due to bad weather or other conditions.

Waiver forms must be submitted prior to your first game.

