

# WOLVES SHOOTOUT RULES

National Federation of State High School Associations rules will apply, with the following modifications.

- **Each team must provide a scorekeeper.** One person is responsible for operating the score clock while the other will fill out the official score sheet.
- **Home Team-** Listed on the top of the bracket or Team 1 in a pool, will wear dark jerseys, and their scorekeeper is responsible for operating the score clock.
- **Away Team-** Listed on the bottom of the bracket or Team 2 in a pool, will wear light jerseys, and the scorekeeper is responsible for filling out the official scoresheet.

**Timing:** All games will be 20 minute running time halves, with stop time the last 2 minutes of the second half and overtime.

- The last 2 minutes of the second half will be running time if a team is ahead by 15 points
- Teams will receive 5 minutes warm up before the start of the game (this clock will start as soon as the last game has cleared the court)
- Half time will be 3 minutes
- Each team will receive 3-one minute time outs that will not be carried over to overtime. Teams will receive 1 timeout per overtime period
- 1st overtime will be 2 minutes stop time
- Any additional overtime will be 2 point “sudden victory”- first team to score two points wins
- Games will not start before the scheduled start time unless both coaches agree.
- **Grace Period:** Each team will be given a 10-minute grace period for their first game of the tournament. After a team's first game, game time is start time.

**Rules:**

- Technical & Intentional Fouls: Two points and the ball will be awarded to the opposing team (will not shoot free throws on technical & intentional fouls).
- **Free throws:** high school league rules will be followed for all other free throw situations
- Players foul out with 5 fouls
- All forms of defense are allowed at all grades (ie. zone/man)
- Grades 4-6 will use a 28.5 ball, 7th grade and above will use a full size ball
- **Full Court Pressing:** teams may not press if they reach a 20 point lead
- Any coach, player, or fan that gets ejected from a game will have to sit out the next game  
**THIS WILL BE ENFORCED**
- **No protest. Tournament director will settle any disputes on the spot. Tournament directors will have the final say in any tournament issue.**

**Tiebreakers** involving two or more teams will be as follows: 1) head to head results 2) point differential 3) points allowed 4) coin flip (in the case of a 3 way tie after 3 way tie is broken we would go back to head to head to break 2nd tie)