

TEAM DUKE SHOOTOUT

2017 Rules

NO PLAYER CAN PLAY ON MORE THAN 1 TEAM IN THE SAME DIVISION!!!

***Unsigned Seniors are eligible to play.**

Game Time: Each team is responsible for arriving thirty (30) minutes prior to the scheduled start of their game. Games begin every 55 minutes. Games can start 10 minutes earlier than schedule if the court is open. Games will not start more than 10 minutes early unless both teams agree. There is no grace period.

Forfeits: Any team arriving past the scheduled start time of their game will forfeit the outcome of the game to the opposing team (+15 points). Forfeits will be determined by the director.

Game Length: Each game will consist of two (2)-twenty minute halves. Clock will run continuously until the last 1 minute of the first half, and 2 minutes of the second half. **If a team is ahead by 20 points or more in the with less than 5 minutes left in the second half, the “mercy” rule is in effect, and the game is over.**

Timeouts: Each team is allowed to use three (3) time-outs (2 thirty-second and 1 full) per game. In the event of overtime, teams will be awarded one (1) full time-out per overtime. **Timeouts not used during regulation cannot be carried over into overtime periods.**

Warm- Up: Teams will receive a three (3)- minute warm-up prior to the start of each game. In the event that games are behind schedule, warm-up time may be decreased. Teams are responsible for their own warm-up basketballs. No site will provide basketballs to any team.

Halftime: **Halftime will be two (2) minutes in length.** In the event that games are behind schedule, the length of halftime may be decreased.

Game Balls: Regulation-sized (men’s) basketballs will be used for 13u and older. 12u and younger will use size 28.5.

Overtime: Overtime will consist of a two (2) minute period. Clock stops the last minute of the overtime period. If a game reaches the 3rd overtime period – it will be the first team to score 3 points.

Personal Fouls: A player will be disqualified after committing five (5) personal fouls. Any technical foul committed will also result in a personal foul.

Technical Fouls: Technical fouls will be at officials' discretion. Any player or coach receiving two (2) technical fouls in any one (1) game, will be disqualified from the game. **The opponent is awarded two (2) points and the ball.**

Defense: Any defense may be played at 11u-17u Levels. **Pressing will not be allowed when ahead by 20 points or more.**
No zones or press in 9u and 10u!

Bench personnel:

Only eligible players may wear uniforms and be seated on the bench. **At least one person age 18 or older must be on the bench at all times.** If as the result of removal, illness, etc., no roster member of the minimum age of 18 is available, the tournament shall select a person of suitable age to supervise the bench. All players must wear uniforms for admission.

1 coach and 1 assistant/ scorekeeper are admitted free.

***Each team must provide a scorekeeper for each game*.**

Bench Items: Each team will be responsible for all items (basketballs, warm-ups, uniforms, clothing, water bottles, ipods, etc.) on their bench during and after their game. The tournament directors, workers and facilities are not responsible for any items lost or stolen from the bench area. Please help by cleaning up after yourself following each game.

Pool-Play Tiebreaking scenarios:

1. Head-to-head
2. Point Differential (Teams in Tie - 15 point maximum)
3. Points Allowed
4. Coin Flip

****Wisconsin Interscholastic Athletics Association High School Basketball Rules are in effect unless stated above.****

