

## West Allis Nathan Hale Shootout

### Game Rules

- A) Length
  - i. 20 minute halves, running clock
  - ii. clock stops in last two minutes of each half (exception below)
- B) Overtime
  - i. Clock is turned off.
  - ii. First team to score four points is the winner
  - iii. Team fouls carry over
  - iv. Each team will receive one timeout – Timeouts from regulation do NOT carryover
- C) Basketball Size
  - i. 4<sup>th</sup> – 6<sup>th</sup> grade will be 28.5 ball
  - ii. 7<sup>th</sup> & 8<sup>th</sup> grade is regulation men's
- D) Warm Up
  - i. Five minutes will be provided unless the game schedule is behind. In that case, officials may elect to start the game with less warm up
- E) Uniforms
  - i. Uniforms must have numbers of the front & back
  - ii. Teams may be asked to reverse their jersey by referees to aid in the officiating of the game.
- F) Sportsmanship / Parent Behavior
  - i. Unruly fan behavior will not be tolerated. Coaches will be issued a warning and told to handle the situation.
  - ii. If the behavior continues, a technical foul will be assessed and following that, a forfeit may be declared.
- G) Technical Fouls
  - i. No shots. Automatic two points plus possession.
- H) Timeouts
  - i. Each team will get three timeouts per game.
  - ii. Timeouts *do carry* over into the second half .
- I) Pressing
  - i. 5<sup>th</sup> Grade
    - 1. Pressing is allowed in the last two minutes of each half, providing they are not leading by 15 or more points.
  - ii. 6<sup>th</sup> – 8<sup>th</sup> Grade
    - 1. Pressing is allowed at any time, providing they are not leading by 15 points or more points.
    - 2. Teams may utilize zone presses, M2M, full court, ¾ court or half court traps. No restrictions.
- J) Defenses
  - i. 6<sup>th</sup> – 8<sup>th</sup> Grade
    - 1. Teams may utilize zones, M2M, or any hybrid of the two at any stage in the basketball game.
  - ii. 5<sup>th</sup> Grade
    - 1. M2M defense only.....no zones or disguised zones.

## II. 5<sup>th</sup>/7<sup>th</sup> Grade – Pool Play

- A) Play two pool games on Saturday and one place game on Sunday. 1<sup>st</sup> place from one pool plays first place from the other, second plays second, third plays 3<sup>rd</sup>.

## III. 6<sup>th</sup> Grade

- A) Play two pool games on Saturday. Winner of each pool + best 2<sup>nd</sup> place will play a 4 team bracket for the championship.
- B) The remaining 5 teams will play in a consolation bracket (no award).

## IV. 8<sup>th</sup> Grade

- A) Each team will play each other in a round robin. The top two teams based on the tiebreaker below will play for the championship, the other two teams will play for 3<sup>rd</sup> place.

### Tiebreakers

1. Win-loss record
2. Head to Head
3. Point Differential (+15 Maximum)
4. Points given up
5. Points scored
6. Coin toss