

Shamrock Classic 2026 – Rules/Exceptions

We follow NFHS rules with the following exceptions listed below:

1. We employ 14-minute halves. Overtimes will be 2 minutes. **CLOCK WILL STOP ON ALL WHISTLES UNLESS:** Teams with 20-point lead may not press, the clock shall run in the 2nd half. If score is above 20 points with 2 minutes or less in the game, the game is over.
2. Time Outs will be (2) Full 60 seconds, (2) 30 seconds per game, One Full in Overtime no carryover.
3. Bonus Free Throws (1 & 1) at 7 team fouls, Double Bonus at 10 Team Fouls.
4. Warm up is 3 minutes but may be shortened to 2 minutes. Half time is 3 minutes but may be shortened to 2 minutes at the referee discretion.
5. Each team is required to provide an adult to perform score or clock duties. Team listed first or on top of bracket are visitors, should wear dark or contrasting uniforms and are responsible for clock.
6. We use a plus or minus 15-point system. If teams are tied in head-to-head, PD, PA, etc. will be used to determine seeding.
7. Our youngest division may play with modified rules. (No pressing on defense (except in the last 2 minutes of the game, and overtime). The defense can begin after the offensive player crosses mid-court. Man to man defense only. Double teaming is only allowed below the free throw line extended. Free throw from 12 feet. Overtime will be two minutes. If first overtime is a tie, second overtime is sudden death. Lane violations will be after 5 seconds.
8. Only athletes and persons with a VIP wrist band allowed in bench area.

- Game Time is forfeit time. Please be at game site early!

- ***Any player or coach ejected shall not participate in the next game***

All Coaches receiving coaches' bands must check-in at the admission table at the facility of your games.

Coaches Bands must be kept on throughout the tournament. Coaches who do not have coaches' band on for 2nd day of tournament will have to pay general daily admission.

- Doors will open 30 minutes before the first game each day.

- **ONLY TWO (2) COACHES PER TEAM WILL RECEIVE BANDS**

- **EACH TEAM GETS 1 SCOREKEEPER BAND. NO REFUNDS**

SCOREKEEPER MUST GET BAND WHEN THEY CHECKIN

Tournament Eligibility Rules:

Players are eligible to participate in the grade level they are enrolled in for the current school year as long as they meet the age eligibility rules:

3rd Grade: Must be 10 or younger as of May 31, 2026.

4th Grade: Must be 11 or younger as of May 31, 2026.

5th Grade: Must be 12 or younger as of May 31, 2026.

6th Grade: Must be 13 or younger as of May 31, 2026.

9th Grade: Must be 16 or younger as of May 31, 2026.

10th Grade: Must be 17 or younger as of May 31, 2026.

11th Grade: Must be 18 or younger as of May 31, 2026. Can be senior as long as not committed to university or college.

NO Switching Teams:

A player can only play on one team **in her age division**. Their first team is his 'official' team, the second team will forfeit all games he has played. A player may play 1 additional team if they are playing within their own grassroots program.

Example a 7th grade player can play on the Bobcats 7th grade and also his Bobcats 8th grade team.

Protest Procedure:

We no longer collect proof of age and grade information. Challenges must be done before the game starts and cost \$50.00, but if you (the challenger) are correct, the player challenged will be disqualified from participation and you will receive your \$50.00 back. Once the challenge has been made, the proof of burden is on the challenged coach. If the challenged coach shows proof a school photo ID Report cards, medical card, or birth certificates, we will reward the challenged coach by giving him the \$50.00

Fan Code of Conduct

Fans who act inappropriately will not be tolerated and are subject to ejection from the venue and/or revocation of their tickets. Examples of inappropriate behavior include, but are not limited to: using abusive or offensive language or gestures directed at any player, coach, referee, fan, or other person involved in the game; making or attempting to make any physical contact with any player, coach, referee, fan, or other person involved in the game; disrupting or interrupting the game; entering the playing court; throwing objects; or any other form of improper conduct.

Our event staff and officials will enforce the rules when it comes to fighting. The definition is found in Rule 4 Section 18: "Fighting includes but is not limited to combative acts" Everyone understands a punch, but in the girl's game fighting is typically combative acts like shoving, pulling hair, slapping, kicking, biting, or according to Article 2: Any attempt to instigate a fight. Any combative act will be immediately called and the offending player, or players ejected.

The Site Director has final say on all other rulings.