

PINNACLE HOOPS DEVELOPMENT SHOOTOUT RULES

We aim to provide a scorekeeper for all games. If we don't, each team **MUST** provide one for the day, this person gets free entry into the event.

BEFORE YOUR GAME:	Teams MUST arrive 30 minutes prior to ALL games! Doors open 20 minutes prior to a site's first game of the day! Warm up clock starts right at end of previous game, your game starts right after. If a team does not have enough players at the end of warmups, the clock will be set to go off 15-minutes prior to the next game time and teams will play running time once both teams have 5, but no game starts with less than 15-minutes left on the clock. Games WILL start up to 15 minutes early! None start more than 15 minutes early without both coaches consent. No time is given to get sneakers or uniforms on or to stretch at the bench, this is done before warm-ups
DURING YOUR GAME:	Have subs at table or designated area, players will not be called in from the bench by yelling sub. Please bring your team out after first horn/whistle of the timeout. I will make sure they do not cut timeouts short, in return please do not put them in position to have to put the ball down to get teams out of timeouts. ONLY 2 non players permitted on the bench! They MUST have on the coach's wristband given at check-in!
AFTER YOUR GAME:	Shake hands, get gear AND garbage (there will be garbage cans at the end of every bench at all sites) and clear bench area for the next team. PLEASE don't have post game talks or let players change at the bench.

GAME PLAY: Standard NFHS rules with the following exceptions:

BASKETBALL: Girls and Boys 4th-6th Grade use WOMEN'S (28.5") ball. All other boys levels use a MEN'S size (29.5") ball.

TIMING: 3 Minute warmups - 16 Minute Stop-Time Halves - 2 Min. Half - OT is 2-minutes or first to score 4, whichever is first

TIMEOUTS: 1 Full EACH Half- Neither Carries - 1 Full anytime in regulation - 1st Overtime - One 30 second - 2nd OT - none

FOULS: Players foul out on 5 - NO Bonus on fouls - 1 & 1 is last minute of game if lead is under 10

MERCY RULES: ANY point in game: 15 pt lead or more, no full court D. SECOND HALF 15 pt or more, no FT's taken (shooting fouls are 1 pt & ball and 1's all points). 20-pt lead clock runs. Teams may press if lead is under 15. other mercy rules. score must go 5 points below.

SPORTSMANSHIP: **ALL Technical, Intentional and Flagrant Fouls will result in 2 points and the ball, the shots will NOT be taken!**
Poor sportsmanship is NOT tolerated. We WILL remove any player, coach or fan we feel is acting inappropriately.
A coach who gets unsportsman tech **MUST** sit remainder of game, except TO's & half. Every 2 techs player/coach gets TOTAL not per game, they're out of building next game. Any team getting 4 techs in a tourney is excused w/o a refund.

ELIGIBILITY: Players may play for multiple teams in DIFFERENT grade/age levels that they are eligible for, they may not play either for two teams in the same grade level OR play for two different teams in the same game time.

There are no standings, these events are to get players games at the most affordable rate. In some cases officials are being trained at these events. It is the COACH'S responsibility to maintain control over their spectators. There will be zero tolerance for fans who rather spend their time criticizing officials and complaining about calls rather than cheering for their child/team.