

SKILL LAB SHOOTOUT 1-DAY TOURNAMENT GENERAL INFO

All Coaches must comply with the tournament rules.

ALL TEAMS MUST CHECK IN BEFORE YOUR 1ST GAME (HEAD COACH ONLY)

All coaches must provide identification to receive weekend bands for free admission.

ONLY (2) COACHES PER TEAM WILL RECEIVE COACHES BANDS. ANY ADDITIONAL COACH MUST PURCHASE A BAND.

Please note: Bookkeepers and Team moms are not considered a coach. Make plans to arrive an hour prior to your first game to complete the check-in process! DAMAGED OR LOST BANDS WILL HAVE TO BE REPLACED AT THE DAILY RATE.

GENERAL ADMISSION – There will be an (CASH ONLY) admission charge each day for all spectators. \$20/day (good all day), Youth 13 to 17 \$10/day, children ages 12 and under free.

We are asking all fans/attendees to have correct cash for admissions to more efficiently manage entry into the event, to minimize personal interactions.

Players MUST enter the gyms with their uniforms on! Teams will not have access to lockers rooms, please come fully dressed.

Coaches please be sure to arrive at schedule game time 1 hour before competition. If team is 5 minutes late, tournament director has the final decision on forfeit.

Home team is (bottom) of schedule. Away team is first (top) of the schedule. Home team must wear white/light uniforms and have a bookkeeper.

SKILL LAB SHOOTOUT TOURNAMENT RULES

Tournament Rules & Information for all teams – bring proof of age/grade of all your players with you to the tournament. This is important.

1. Normal high school rules with a stop clock on all dead balls.
2. There will be two 15-minute halves for all divisions.
3. Time-Outs: 4 timeouts total per game— All teams will have four (4):30 second time-outs per game.
4. Three-minute halftime for all games.
5. Guaranteed 4-minute warm-up between games.
6. Overtime: Overtime is (1) minute—1 30-second timeout only in first overtime with no carryovers. Second overtime period SUDDEN DEATH (no time-out).
7. Fouls: A player fouls out on his 5th personal foul.
8. Bonus: A team reaches a 2-shot bonus on the 10th team foul of each half.
9. Uniforms: Team listed on top of the schedule is HOME and wears light color. Bring both colors to the game in case a team does not have extra uniforms.
10. Technical Fouls: The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.
11. Running Clock: In games where a team is ahead by 20 points or more in the second half, the clock will continue to run.
12. Warm-up Balls: Site will NOT provide balls for warm ups and the game, Therefore please bring your own basketballs for warmups. The Home team must provide the GAME BALL.
13. **HOME TEAM MUST KEEP OFFICIAL BOOK**. If the home team doesn't provide a bookkeeper, it will result in (10) technical foul shots.
14. There is no dunking allowed during pre-game or halftime warm-ups.
15. Gyms will open 20 minutes before the start of the first game of the day.
16. Age/Grade Qualifications: Ages are based on the grade players are in during the 2024-2025 school year. Age determining date is 10/1/2025. Players can not be two years older than competition. Unsigned seniors may participate; players cannot turn 20 before 10/1/2025. No player who has attended Junior College or University may participate in this event.