



## **FISHERS HIGH SCHOOL SHOOTOUT RULES - 2026**

### **Shootout Notes**

1. **JERSEYS:** All teams should bring light and dark jerseys, or reversible. First team listed on the app schedule will be home and wear LIGHT jerseys.
2. **CONCESSIONS:** Our concession stand will be open.
3. **BRING BALLS:** We will NOT provide balls for the games. Each team should bring balls to warm up with (warm up time will be very limited) and one of those can be used as a game ball.
4. **WARMUP/GAME TIMES:** In order to keep the games moving, warmups will be very limited (3-5 minutes), Please have your team stretched and ready to go near the end of the prior game.
5. **SPORTSMANSHIP:** The goal of this shootout is to provide a development opportunity for all of our 9/JV teams. Sportsmanship is part of that development. We ask that all coaches do our part to ensure and promote sportsmanship between players, coaches, and fans.

### **Game Rules**

1. **QUARTER LENGTH:** Games will be four ten-minute quarters with a running clock. **Clocks will only stop in the final minute of the 1<sup>st</sup> half and the final two minutes of the 2<sup>nd</sup> half.** The 2<sup>nd</sup> half clock only stops if the game is within 20 points. 1<sup>st</sup> overtime will be 1 minute. 2<sup>nd</sup> overtime will be sudden death. **HALFTIME:** There will be a 3-minute halftime for each game.
2. **TIMEOUTS:** Each team will receive 1 timeout in the first half and 2 timeouts in the second half. All timeouts are full timeouts.
3. **FREE THROWS:** To keep the games moving on shooting fouls, team will receive 1 point for the foul and 1 free throw for 2 pointers, 1 point for the foul and 2 free throws for 3 pointers. ***Exception*** if clock is stopped for last minute of 1<sup>st</sup> half or last 2 of regulation, then regular IHSAA free throw rules. Teams will receive 2 shots at five fouls per quarter on the bonus.
4. **FOUL OUTS:** With the goal of this being development, Players cannot foul out.
5. **OVERTIME:** First overtime will be 1-minute, 2<sup>nd</sup> overtime will be sudden death. Each team receives 1 timeout max per overtime, with no carry over.
6. All other rules are normal IHSAA rules.
7. **SCORESHEET/CLOCK Operators:** Each team must provide a coach, parent volunteer, manager, or player not participating to assist with either the scoresheet or scoreboard.