

Spokane Stars Shootout Rules

ATTENTION COACHES: Team Packet @ Legend's/Global Front Gate

1. Attitude outbursts will not be tolerated by athletes, parents or coaches. Failure to comply will result in immediate dismissal from the event and the gym.
2. **Respect the Referees!!!** They are in charge and you will be held accountable for your actions. Let's make it a positive experience for everyone!!!
3. Each team will play a minimum of 4 games.
4. Score will be kept for each game by official scorekeepers.
5. Teams can play any defense. Pressing/trapping not permitted after 25-point lead.
6. **Pool Play:** Top teams in each pool will be determined by win/loss record, total points (15 maximum per win), then head-to-head competition, than a coin flip if necessary to break tie.
7. Awards go to top 2 teams.
8. 3 courts will be used both days: 1,2,3.
9. Score cards must be turned into official scorer 5 minutes to game time.
10. Coaches & players: bring your own tape & pre-wrap (trainer will charge \$2 per ankle or \$3 per roll if you don't have it).
11. Team listed on top in pool and brackets will wear white jerseys.
12. Two 20 minute halves, half-times are 5 minutes.
13. No 30-second shot clock.
14. 10-second back-court violation in effect.
15. 5-second closely guarded in effect when holding the ball (not dribbling).
16. Stopped clock for the last 5 minutes of ~~both~~ half's
17. Two 30-second timeouts per half- No carry-overs!!!
18. Double bonus on 10th foul.
19. There will **NOT** be a one-and-one on 7th foul.
20. Six fouls per player.
21. Overtime will be "sudden death," with jump ball to start.
22. One time-out for overtime (30-second).
23. There will be a minimum of 5 minutes warm-up between games. Games will not start early.
24. On Free=Throws:
 - *Enter lane on release
 - *6 in the lane
 - *1st block stays open