

## DEREK SMITH SHOOTOUT GAME RULES

National High School Federation rules will be followed with the exception listed below.

1. A game ball will be provided. Each team is responsible for warm-up balls.
2. There will be a 5-minute (minimum) warm-up period between games.
3. Games will consist of two 20-minute halves with a running clock except on free throws (when official signals to scorer's table), timeouts, and the last two minutes of each half.
4. An individual player will foul out on his **6<sup>th</sup> personal foul**.
5. Each team is allowed two full timeouts and one 30-second timeout per game.
6. There will be a 3-minute rest period between halves.
7. Overtime will be a 2-minute period with stopped clock. Each team will receive one additional full timeout.
8. No game will begin before the time listed on the official game schedule, unless agreed upon by both participating teams and the tournament staff.
9. In the event that a team's arrival is delayed, it will be the decision of the tournament directors to determine forfeiture or adjustment of the start time.
10. In pool play, the home team is the first team listed in the each pair and will wear light colored jerseys and sit to the left of the scorekeeper facing the court.
11. In tournament play, the home team is the Top team in the bracket and will wear light colored jerseys and sit to the left of the scorekeeper facing the court.
12. Win-loss records against teams within the same pool will determine final pool standings.
13. Tie-breaking procedures for pool play placement into bracket will be determined in the following manner.
  - Two (2) tied teams will be determined by head to head competition.
  - Three(3) tied teams will be determined by the point differential in all pool games with a maximum of a 20-point differential in any one game.