

Massillon Youth Basketball Shootout Tournament Rules

1. Timing

- Game:
 - Two (2) eighteen (18) minute half's
 - Clock will be continuous with the following exceptions:
 - Clock will stop on all whistles the last six (6) minutes of the 2nd half.
 - Continuous clock if a team is winning by fifteen (15) or more points.
- Overtime:
 - One (1) minute in pool play and two (2) minutes in bracket play; clock stops on all whistles.
- Half-Time / Warm-up
 - Minimum of three (3) minutes.

2. Defense

- **3rd Division:** open play, with the exception of no pressing until the final ten (10) minutes of the game.
- **4th Division:** open play, with the exception of no pressing in the first half.
- **5th and 6th Divisions:** open play, pressing permitted the entire game.
- If a team is winning by twenty (20) or more points they may not press.
- 3 Warnings will be given for backcourt defense, on the third warning ONE POINT will be awarded to the team not receiving the infraction. That team will also receive the ball at half court.

3. Time-Outs

- Each team will receive four (4) time-outs per game.
- Each team will receive one (1) time-out in each overtime session (no carryover)

4. Free Throws / Fouls

- **3rd & 4th Grade Division:** Players will shoot from the regular foul line (must start on or behind the line) but may jump over the line, however they cannot get their own rebound unless the ball is touched by another player. If the player does not jump over the line they may get their own rebound.
- **5th and 6th Grade Divisions:** Players will shoot from the regular foul line. They cannot jump over the line.
- Players will receive 6 fouls before they foul out of the game.
- 1 & 1 will begin on the 7th foul, Double Bonus will begin on the 10th foul.

5. Other

- All technical fouls on players, coaches and or the bench will result in TWO points for the team not receiving the infraction plus the ball at half court, we will not shoot technical foul shots.
- Intentional Fouls are not technical fouls, those must be shot.
- The tournament director(s) have the right to change or modify these rules at any time and under any circumstances. However once a game has begun the on court officials are in charge, the tournament director(s) cannot and will not alter or change any rule/regulation. No protests will be accepted.
- All players must reside in the same school district or attend school within the same district. No AAU/Travel teams.
 - If you wish to protest a team you must pay a \$100 fee, if you win the protest you receive your money back, if you lose the protest the \$100 will be given to the team you accused. Final decisions are made by tournament directors.
- **Player Ejection:** Must sit the remainder of that game plus the next scheduled game.
 - Due to safety concerns, player must remain on the bench or must leave with a parent/coach.
- **Coach Ejection:** Must leave the building for the remainder of that game and sit out the next scheduled game.
 - Coach will not be permitted in any building during his/her suspension
- All other rules not specifically listed are NFHS and OHSAA rules.
- Any player, coach, or spectator using profanity may be ejected from the tournament/facility without a refund.
- **GAME BALLS WILL BE PROVIDED, HOWEVER TEAMS MUST BRING THEIR OWN WARM-UP BALLS.**
- We will provide one scorekeeper, they will keep both the clock and book. If a parent or coach wants to volunteer to help they may do so. Otherwise there will only be one person working the table.
- **Spectator Daily Admission:** Adults - \$4.00, Students/Senior Citizens - \$3.00, Children 5 & under Free

6. Bracket Play Tie-Breakers

- 2-Team Tie
 1. Head to Head Results
 2. Point Differential (max/min 15 pts)
 3. Fewest points given up
- Multi-Team Tie (Head to Head results will be thrown out) (We will not revert back to head to head)
 1. Point Differential (max/min 15pts)
 2. Fewest Points given up
 3. Coin Toss