

CENTRAL TEXAS STARZZ SHOOTOUT

RULES

1. Regulation High School rules will be in effect except.
 - a. 20 – minute running clock except for last two minutes of each half unless one team is ahead by 15 points. If lead falls below 15 points, clock will again stop. Clock will stop on all technical fouls and timeouts.
 - b. 4th-5th-6th grade boys will use girls ball (28.5).
 - c. Five-minute warm-up and 5-minute halftime break. This may be reduced to keep games on schedule.
 - d. Game time is forfeit time.
 - e. Four one-minute timeouts per game. No 20-second timeouts.
 - f. Teams must provide their own warm-up balls. No basketball balls are allowed in hallways and should remain in bags.
 - g. First team listed or on top of bracket is home team and wears light colored jersey.
2. CHECK-IN: Teams are required to check-in at the game site of their first scheduled game at least thirty minutes prior to that game. A completed team roster and Accident Waiver form MUST be turned in at that time.
3. SCOREKEEPER/CLOCK OPERATOR: Each team will provide a scorekeeper or clock operator (age 18 or older) for each game. Volunteer scorekeeper/clock operator will refrain from cheering for their respective teams while acting as scorekeeper/clock person. Home team has first selection.
4. PLAYER ELIGIBILITY: Players may play on only one team per age group. Player's eligibility may be checked by a current grade card and birth certificate. Coaches will have both on hand for review. The roster turned in at/prior to check-in and is to be used for the entire tournament. No additional players will be added after the first game. Penalty is forfeiture of any games the player has participated in.
5. PROTESTS: All protests will be made prior to a given game. There will be a \$50 protest fee evoked at time of Protest. Any team making the protest and if the protest is upheld will be refunded the \$50 protest fee.
6. TIEBREAKERS: Head to head competition and then a point differential system of +/- 15 points. Coin flip!
7. OVERTIME: Overtime will be two minutes in length with regular clock operation. The clock stops on all dead balls. One timeout per overtime.
8. 10-SECOND/5-SECOND RULE: The 10-second backcourt and 5-second closely guarded rules are in effect.
9. FREE THROWS: Teams will shoot one plus bonus on the 7th team foul and double bonus on the 10th foul.
10. ADMISSION: Each team will be issued two armbands for coaches. Players in complete uniform will be admitted free. All others must pay the appropriate entrance fee. Admission \$8 (adults) \$4 (students) and under 4 is free. Wristbands will BE WORN on the wrist at all times.
11. INAPPROPRIATE BEHAVIOR: Inappropriate behavior will not be tolerated. The Head Coach will be held responsible for the conduct of his players and supporters. No one will display any disrespectable behavior to players, spectators, parents, coaches, officials, or facilitators. The Tournament/Gym Director may remove players from the game or tournament for inappropriate behavior. Spectators may be removed from the facility without refund.
12. AWARDS: Team awards and 10 individual awards will be presented to the championship team in each division. Individual awards will be awarded to second place team.
13. FOOD AND DRINKS: No food or drinks are allowed in any of the gym facilities. No outside food or drink may be brought into any of the facilities. Violators will be asked to leave with no refund of admission fees.
14. RULES MODIFICATION: The Tournament Director may modify Tournament Rules when it is deemed in the best interests of the tournament and all teams will be bound by any such change.
15. CONTACT: Contact the tournament director or on-site gym director for any issues.