

Coach Howard Basketball Camp

Team Shootout Rules

1. 18-minute halves (running clock). Clock stops under 1-minute in the second half and during time-outs.
2. High school rules will apply unless otherwise stated.
3. Jump ball to begin each game and overtime periods. Teams alternate possessions on jump balls.
4. Every team will have 5-minutes for warm-up and 1-minute halftime.
5. Each game will have a timer at the score table to keep track of their game clock.
6. Each team will receive one (1) 60-second timeout for each half. Timeouts cannot be carried over. Use it or lose it. Only one (1) 60-second timeout in over-time.
7. There will be no 1-and-1. We will start the double bonus on the 10th team foul of the half. Team fouls will carry-over to overtime.
8. Shooting fouls will be one FTA worth the points they were attempting. Example: If the offensive player was fouled while attempting a 3-point field goal, she will shoot one FT worth 3 points. Any And-1's will be awarded just one point for the made FT.
9. **Overtime** will be 2 minutes running clock. Clock stops on every dead ball under 1-minute. If the game is still tied after the first overtime, the game goes into sudden death. A jump-ball will occur. First team that scores in sudden death, wins. Both teams are automatically in the double bonus during sudden death.
10. Substitute on dead-ball only.
11. Warm-up may be extended or shortened at the discretion of Camp Director.
12. Players cannot foul out. At the discretion of the referees, a player may be removed from the game for excessive or overly aggressive fouling.
13. Any technical foul results in one FTA worth 1-point and possession.
14. **We encourage GREAT sportsmanship!**

*Rules are subject to change.