

# NESYB

## Prime Time Shootout

June 26th-28th

Goodman Community Center

### GAME RULES

**Please read the rules/information carefully!**

- Teams may start with 4 players.
- Teams will be given a 15-minute grace period after the started game time. If teams are not ready to play after the 15-minute grace period is up, then the team will forfeit their game.
- 5 minute warm-up time. You must provide your own warm-up balls.
- one-minute time-outs per half, no carry-overs.
- Halftime intermission is 3 minutes.
- Two twenty-minute halves with the clock running, except for the last minute of the first half and the last 2 minutes of the second half. If ahead by 20 or more points, the clock will run.
- Overtime will be 3 minutes with the clock stopping the last minute. Teams will be given one additional timeout in overtime. If there is a second overtime, first team to score 3pts. wins
- A jump ball with determine the first possession in regulation and overtime/s.
- Bonus on the 7<sup>th</sup> team foul, and two shots on the 10<sup>th</sup> team foul.
- Technical or intentional fouls are an automatic two points and the scoring team retains possession.
- Coaches & players will be ejected if issued two technical fouls.
- No jewelry allowed.
- 20 point rule – no pressing if you are ahead by 20 points.
- Head Coaches– **Coach's Box** will be used only for instructing players. Asst. Coaches must remain seated. All other WIAA rules apply.
- All referee calls are final – absolutely no contesting the referee's calls.
- Tiebreakers:
  - Head to Head competition
  - Points Differential 15 points Max
  - Coin toss will be determine if needed
- **Each team must provide a competent, knowledgeable scorekeeper.**
- Rosters are final after the first game
- Concessions will be avail. No carry ins!
  - Awards will be given to 1<sup>st</sup> and 2<sup>nd</sup> place/Team Pictures
  - MVP awards for the championship Game
  - Please Check in 15 min prior to first game
  - Wristbands for coach,asst coach,scorekeeper
- Thank you all for joining NESYB!