

Shoot It Out V - 2009 Rules

- 1) NO PETS ARE ALLOWED ON ANY COURT OR INSIDE THE SPORTS COMPLEX!
- 2) Only men of the following backgrounds are allowed to play in a game or participate in the Slam Dunk and Three Point Contests: Indian, Pakistani, Bengali, Sri Lankan, and Nepali. It is the responsibility of the captain to provide documentation verifying that any participant in question is of South Asian descent. A protest of a player must be declared before the start of the game. Documentation verifying nationality will be requested only if tournament officials believe the protest is valid. If a captain fails to provide the tournament officials with proof of nationality and the player participates in the tournament, the team will forfeit any games under protest. Since copies can be altered, original documentation is requested. We encourage everyone to carry identification and proof of nationality.
- 3) 2008/2009 NCAA RULES APPLY except for special tournament rules. Free throws will be live on the release except for shooter and any player not lined up outside of the painted area and inside the 3-point line who must wait for the ball to make contact with the rim. The lowest space along the outside of the paint also known as the low block will remain empty on all free throw attempts.
- 4) Each game is setup for a contest between 5 players on the court for each team at a maximum, but teams may play with 4 players. The roster can have a maximum of 12 players.
- 5) Game time is forfeiture time. If a team cannot field 4 players, they will forfeit the game and the score will be 2-0.
- 6) There shall be a 20 minute running clock for each half. In addition, the clock will stop on all whistles during the last 1 minute of the first and last 2 minutes of the second half if the opponent is within 20 points. The clock will not stop on made baskets inside of the last 2 minutes.
- 7) In case of a tie, a 3 minute overtime period will be played with the clock stopping in the last minute on all whistles. One additional time out is allowed per overtime. Overtime games will result in a +1 or -1 in regards to point differential.
- 8) Each team is allowed TWO 1 minute time-outs per half that do not carry over into the second half or overtime period. A five minute time-out will be granted between halves.
- 9) On the 7th foul, teams will be in a 1-1 bonus and on the 10th foul will shoot 2 shots. All technical fouls are 2 shots and point of Interruption as per 2008/2009 NCAA Rules. We do not shoot FT's for player control fouls.
- 10) Players on each team must wear jerseys that are alike in color and have numbers that must be permanently affixed to jersey. Reversible jerseys are recommended. Tournament Officials do have the right to invoke special privileges, should they deem necessary.
- 11) Lineup must be given to the scorekeeper ten (10) minutes before game time. Scorekeepers should be only interrupted during a dead ball. If the scorekeepers are constantly interrupted during game play, they will advise the referees, who will issue a warning and then technical fouls will be assessed for every infraction. Every team is advised to have their own personnel at the scorers table.
- 12) ONLY the players, 2 coaches, and the assigned team scorekeeper may be seated in the bench area. All others must be seated in the stands or away from the bench. This is not negotiable and will be strictly enforced.
- 13) NO ALCOHOL or ILLEGAL DRUGS on the Tournament grounds will be permitted which includes inside and outside the Orlando Sports Center. No smoking is allowed inside the Orlando Sports Center. The facility is monitored inside and outside by video cameras. If any person (player/fan) violates these rules and it is observed by the tournament staff or facility staff, they will not be allowed to enter the complex according to City law. They will be removed by police force if necessary and prosecuted to the fullest of the law. You are on the City of Orlando's property, please respect that.

14) All teams will make the playoffs. The Elite 8 will be played immediately after bracket play. If a team forfeits, then they lose all tie breakers.

-Tie breakers will follow this format:

- A) Best overall record
- B) Head to Head
- C) Point Differential (Avg. if necessary)
- D) Total Points Allowed
- E) Total Points Scored
- F) Coin Flip

***** If three or more teams are tied, then the best point differential will be used. The results of the team not involved in the tie are not used.

15) Any player who is ejected from a game (before, during or after the game) will be required to sit out the next game unless the tournament coordinator feels more severe action should be taken. Please be aware that striking at a player, official, or any other participant or spectator automatically results in ejection from the remainder of the tournament and possibly future tournaments as well.

16) All-Tournament: After each game, CAPTAINS of each team will select one player from their opponent as well as their own team for consideration for the ALL-Tournament team. Any player that is ejected from a game will not be eligible for ALL-Tournament considerations.

17) Requirements for individual awards: Finals MVC(coach of the championship team) / All Tournament MVC(must be coach of a semifinals team) / Finals MVP(player must be on championship team) / All Tournament MVP(player must be on a semifinals team) / Offensive MVP(player must be on a semifinal team) / Defensive MVP(player must be on a semifinal team) / 1st Team All Tournament(player must be on a semifinal team) / 2nd Team All Tournament(any player in the Elite 8)

17) There will be 2 referees per game in bracket play and 3 referees per game in the playoffs.

18) Games will be scheduled between 8pm-10pm on Friday, January 16, 2009/3:30pm-9:30pm on Saturday, January 17, 2009/9am-12:45pm on Sunday, January 18, 2009.

19) The awards ceremony will be on Sunday, January 18, 2009 at 12:45pm.