



**DEREK  
SMITH**  
GUARD 6-6



## **16<sup>th</sup> Annual Derek Smith Shootout**

### **Game Rules**

**National High School Federation rules will be followed with exceptions listed below.**

- 1. Game ball provided. Each team responsible for warm-up balls.**
- 2. Five (5) minute minimum warm-up.**
- 3. Games will consist two 16 minute halves. Clock will stop on all dead balls.**
- 4. Two full timeouts and one 30-second timeout per game per team.**
- 5. A player fouls out on the 6th personal foul.**
- 6. Bonus free-throws will occur on the 10<sup>th</sup> team foul. Double Bonus will take place on the 12<sup>th</sup> team foul.**
- 7. 3 Minute Halftime**
- 8. 3 Minute Overtime period. Each team will receive an additional full timeout.**
- 9. Tournament Staff reserves the right to delay game time if a team is running late.**
- 10. In Pool Play, the home team will be designated on the schedule and wear light colored jerseys.**
- 11. In Tournament Play, the home team will be the top team on the bracket and wear light colored jerseys.**
- 12. Pool Play—Tournament Seeding Procedure**
  - Most wins in Pool Play**
  - Two-way tie—First tie-breaker is head-to-head competition**
  - Three-way tie—Highest accumulated winning margin during Pool Play. The most points credited for a win is +20, and for a loss –20.**
  - Should a tie still exist using the established point system, seeding will be determined by a coin flip between the teams tied.**
  - Should there be a Pool where not all teams are played, the same system will be used, but the point system will be used if teams have not played each other.**