

# MN Comets Spring Shootout Tournament Rules

1. A spectator from EACH team must do the clock and book.
2. Home team (team listed first or on top of the bracket) wears dark uniform and away team wears light uniform.
3. Games will be 16-minute stop time halves. If in the last 8 minutes the lead becomes 20 or more, the clock runs unless the trailing team closes to within 10 points. If a team is up 20 or more points with two minutes or less remaining, the game will be called.
4. Halftime will be 3 minutes in length.
5. THREE Timeouts per game- all full. One timeout per overtime- no carryover timeouts.
6. Single bonus on the 7th foul; double bonus on the 10th foul.
7. The first overtime will be TWO-minute stop time. The second overtime will be sudden death.
8. Pressing and all defenses are allowed in all divisions.
9. Referees and tournament officials' decisions are final. Good sportsmanship is required by all players, coaches, and spectators.
10. If any coach, player or fan is ejected, you must sit out the next game. This rule will be enforced!
11. Grades 5 and 6 boys' teams will use the 28.5 basketball.
12. All other MSHSL rules apply. \*Tournament director has authority to override all rules.
13. Tiebreakers involving two or more teams will be as follows: 1) head-to-head 2) point differential 3) points allowed 4) coin flip. In a three-way tie, point differential will be used to separate the three teams. Forfeits will be scored 15-0. The max point differential will be 15.
14. Have fun and enjoy the MN Comets Spring Shootout!