



SHOT CLOCK EVENT RULES SHEET

1. AWAY TEAM IS IN CHARGE OF THE SCOREBOOK
HOME TEAM IS IN CHARGE OF THE GAME CLOCK
BREAKDOWN IS IN CHARGE OF THE SHOT CLOCK
2. WARMUPS – MINIMUM WILL BE 10 MINUTES, BUT WARMUPS
HALFTIME WILL BE 5 MINUTES IN LENGTH.
3. 18 MINUTE HALVES – STOP TIME
4. 3 TIMOUTS PER GAME – ALL FULL. ONE TIMEOUT PER
OVERTIME. NO CARRYOVER OF TIMEOUTS TO OVERTIME.
5. **OVERTIME THE CLOCK IS SHUT OFF. FIRST TEAM TO
SCORE 4 POINTS WINS. EXAMPLE 56-56 GAME, FIRST
TEAM TO 60 WINS.**
6. PLAYERS ARE PERMITTED FIVE (5) FOULS BEFORE FOULING
OUT. TEAM FOUL RULES ARE SAME AS MSHSL GAME. SEVEN
(7) FOR THE BONUS, TEN (10) FOR DOUBLE BONUS.
7. ALL TECHNICAL FOULS WILL AWARD THE OPPOSING TEAM 2
FREE THROWS AND POSSESSION OF THE BALL.
8. IF A COACH, PLAYER OR FAN IS EJECTED, THEY WILL BE
ASKED TO LEAVE THE CURRENT GAME AND CAN'T PLAY THE
NEXT GAME.
9. REFEREE AND TOURNAMENT DIRECTOR WILL SETTLE ALL
DISPUTES ON THE SPOT.
10. THREE MSHSL OFFICIALS FOR EVERY GAME AND ARE BEING
EVALUATED FOR MSHSL STATE TOURNEY CONSIDERATION.