



TEAM CAMP GAME RULES

Regular high school rules will be used for all games with the following exceptions:

1. 2 TEN minutes halves. The **clock will stop** on all whistles during the **last minute of each half and timeouts**.
2. All overtimes will go to a **sudden death**. The first team **scoring 2 points** will win. If there is no winner in the **3:00 minute overtime period**, a free throw shoot off will determine the winner. Teams get **one timeout for the overtime period** (no carry over).
3. Each team is allowed **2 timeouts per game**. Timeouts are 45 seconds long.
4. FT's will be awarded on all shooting fouls. To emphasis the importance of free throw shooting & utilize game clock, we will **shoot one free throw for two points or one free throw for three points while the clock is running**. During the last minute of each half & overtime (when the clock is stopped), we will play "regular" free throws. One-and-One fouls will be awarded for all off ball fouls during the last minute of each half and overtime.
5. Halftimes will be 2 minutes in length.
6. Warm-ups will be 2 minutes in length or until the start time for the next game.
7. Substitutions can **only be made during a dead ball situation**. Inform the officials that you want a sub on the next dead ball.
9. Unsportsmanlike conduct resulting in a technical will result in two shots and loss of possession. Profanity will not be tolerated from players or coaches.
10. If you notice a problem with a referee, please inform the gym supervisor or Coach Keizer.
11. Make every effort to be on time for your games. Plan ahead so you know where you play next and give enough time to get there.

FREE THROW SITUATION COMPETITION

Rules:

1. The first team to win **5** games is the winner. Once 5 games are won by a team, the coaches have the option of playing the remainder of the games if time permits.
2. Teams may use any type of offense or defense they desire.
3. Each team is allowed **4 time-outs** per **SET** (not each particular game). Time-outs are 45 seconds long. Refs will blow their whistle to remind you to resume play.
4. **All Players** attending the camp must play a minimum of two games per set. You must use a **different player to shoot the FT's at the beginning of each game.**
5. **Both teams are in the bonus** (All common fouls are 1-and-1)
6. **The team not having possession of the ball at the start of the game will have the possession arrow for the first jump.**
7. If the game ends in a tie, a jump ball begins overtime play. The first team to **score (make a basket or 1 FT's)** is the winner.
8. A coin flip will decide who gets to choose which team they'd like to be. The dark jerseys have a slight advantage if all 9 games are played to decide the set.
9. 45 seconds between each game to discuss strategy.

Game 1: Score Tied. Dark shooting 1-and-1. 30 sec. left

Game 2: Dark behind 1. Dark shooting 2. 35 sec. left

Game 3: Dark behind 3. Opponent shooting 1-and-1. 30 sec. left

Game 4: Dark ahead 2. Opponent shooting 1-and-1. 45 sec. left

Game 5: Dark ahead 1, shooting 1-and-1. 45 sec. left

Game 6: Dark behind 1, shooting 1 shot, 15 sec. left

Game 7: Dark behind 3, shooting 1-and-1. 40 sec. left.

Game 8: Dark ahead 3, opponent 2 shots. 30 sec. left

Game 9: Dark ahead 1. Opponent shooting 1 shot. 15 sec. left.