

## 2007 TEAM CAMP GAME RULES

- 2 – 20 minute running time halves. The clock will stop in the last 2 minutes of the game ONLY if the score is within 7 points. (Stops when 7 or less, runs at 8 or more)
- Each team has 1 timeout per half with no carryovers. Timeouts are 1 minute in length.
- 3 minute half-time.
- If the score is tied at the end of regulation, proceed to sudden death (first team to score) with a jump ball. Each team gets 1 20-second timeout in overtime.
- Shoot all shooting fouls.
- Common Fouls – Starting on the 7<sup>th</sup> foul, 1 point plus the ball. EXCEPTION: Last 2 minutes of the game, shoot the bonus (if the fouling team has committed 7 team fouls—double bonus after 10 fouls).
- WIAA and National High School Federation rules apply. NOTE: There will be no shot clock or 10-second back court count.
- 1 coach keeps score, the other keeps time.
- REPORT ALL SCORES. Scores may be reported at the snack bar area at the Martin Centre.
- Please get your team off the court in a timely manner and to their assigned destination, if there is one. Due to the number of games, games must start on time. Thanks in advance for your cooperation with this.
- Any coach or player ejected by 2 technical fouls must leave the gym until the game is over.
- Tiebreaker rules for camp tournament seeding are as follows: 1) head to head competition; 2) fewest points allowed in pool play; and 3) coin flip between teams that are tied.
- Please remember good sportsmanship! Let's have a great team camp!