

# McCook Optimist Club

## 2019 MAC Attack Rules



Welcome to the McCook Optimist Club's MAC Attack Youth Basketball tournament.

**WE STRESS GOOD SPORTSMANSHIP BY ALL OF THE PARTICIPANTS TO INCLUDE FANS AND PARENTS!**

We will not tolerate **ANY** poor sportsmanship and will not hesitate to remove individual(s) from the tournament sites. We hope everyone has a great experience.

### **National Federation High School rules apply with a few exceptions:**

Games will consist of four 8 minute quarters. **Clock stops on all foul shots and timeouts except during the last 2 minutes of the fourth quarter which the clock stops on all whistles.** If a 20 point or greater lead exists, the clock will run and only stop during timeouts. Women's sized ball will be used for all divisions. Teams will provide a game ball. Official will select which team's ball will be used.

Teams must be ready to play up to 10 minutes early.

**IF NEEDED OFFICIALS AND OFFICIAL SCOREKEEPER WILL SETTLE ANY SCORING DISPUTES.**

All teams must have numbered jerseys and the same color jerseys.

A team may only full court press up to a 10 point lead. 4<sup>th</sup> grade divisions will NOT be allowed to press at any time.

Please provide your own warm-up balls.

Overtime will last 2 minutes. The clock will stop on all whistles. 1 time-out. No carryover of time outs.

The alternating possession rule will be used except for opening tip and the starting of any necessary overtime period.

Disputes need to be taken to the site director.

If a player or coach is ejected from a game, he/she must sit out the next game as well.

If violation is serious enough the site director reserves the right to eject the individual from the remainder of the tournament.

Time-outs will be one minute. Each team gets 2 time-outs per half.

Bonus foul shot will begin with the 7<sup>th</sup> team foul per half. Double bonus is in play after the 10<sup>th</sup> foul.

### **TIE BREAKER RULES**

1. Head-to-head play.
2. Least total points allowed.
3. Most total points scored.
4. Coin flip.