

Romeoville Live Summer Shootout Rules

- All games will be two twenty (20) minute halves.
- The clock will stop the last two minutes of the game.
- Halftime will be 3 minutes.
- Warm up time will be determined, in order to keep games scheduled on time.
- The last (1) minutes of the game and to will be regular game situations i.e. clock stops, one and one free throws will be shot etc. Only the last 1 min of the game.

(not the 1st half).

- Overtime will be 1 minute. A second overtime will be the first team to score TWO points. (One free throw does not win the game—two wins it). Free Throws/Fouls
- Bonus Free Throws are one free throw for two points. (on 7th and 10th fouls).
- All shooting fouls will result in 1 free throw for two points or 1 free throw for three points if fouled on a three point attempt.
- If a player makes a shot and gets fouled, it will be an automatic 3 points (on made two pointer) or 4 points. (on made three pointer).
- The last (1) minutes of the game and to will be regular game situations i.e. clock stops, one and one free throws will be shot etc. Only the last (1) min of the game. (not the 1st half).
- Players will not foul out.
- A technical or intentional foul will result in 2 points and the ball out of bounds (unless in the final 2 minutes of the game—you shoot the free throws in the last two minutes).
- Each team will receive 2 total time-outs. One additional time-out will be given for first overtime. No additional timeouts for second overtime.
- All teams will play 4 total games.
- If a coach takes their team off the floor, or the game ends because of a coach refusing to leave the gym, then that team automatically loses 15-0. Any other rules not listed above will be followed by regular IHSA rules.