

Cougar Classic

Rules

Grade Level	Players must compete in their own grade classification, with the exception that players in a lower grade may participate in an older division.
Jerseys	All teams must have uniform numbers and jerseys
Basketballs	DO NOT BRING YOUR OWN BASKETBALLS. Warmup basketballs and game ball will be provided. We do not want kid playing with the basketball in our commons area and hallways. Girls and boys will use a 28.5 basketball.
Defense	Zone defenses of any kind are not allowed. Teams may play helpside defense.
Press	Full court press is allowed only in the last 2 minutes of the game.
Timing	Two 15:00 halves running clock. The clock will stop for injuries, timeouts and the last minute of each half unless the score is greater than 10 points. *For 5th girls- red division and 6th boys- red division: two 12:00 halves, running clock.
Warmup	Warm-up time will be influenced by starting time. If games are behind schedule, a 5 minute warm up time will be used. Games may also start early if running ahead of schedule. There will be a 3 minute halftime.
Overtime	2 minutes with stopped time. Teams will be allowed one extra timeout. *For 5th girls- red division and 6th boys- red division: 1 minute stopped time.
Free Throws	Players are allowed 5 fouls. FTs will be shot after shooting fouls with bonus in effect after the 7th gream foul in each half. 2 shots awarded after the 10th team foul in a half. 3 pointers will be in effect where the line is marked on the floor. Ejection will occur after the 2nd technical foul of an individual in any one game.
Timeouts	1- 30 second timeout and 1 full timeout allowed per half.
Roster	An adult 18 years or older must sign the roster and accompany their team in the locker rooms, during games, and between games.
# of Games	3 games are guaranteed. A forfeit is considered a guaranteed game.
Concessions	Concessions will be available. Your support of the Ada-Borup West Booster Club is greatly appreciated.

