

Shaka Classic Game Rules

Quarters/Halves	Overtime Period	Warm up	Halftime
2- 14 min stop halves (4 th -5 th)	First overtime- 2 minutes, Additional overtimes-1 minute	5 Minutes	2 minutes
2 16 min Stop clock halves (6 th -VarA)			

High School Rules with the following exceptions:

- On ball 5-second count in the frontcourt only while dribbling and holding the ball.
- 10-second backcourt count when no shot clock is being used.

Time Outs

2 -30 second time outs per half. Use them or lose them. Time outs do not carry over into overtime. Each team will be given 1 full timeout if the game proceeds into overtime. No additional timeouts for double overtime and beyond.

Pressing/Mercy Rule

25 point lead the clock will run until team is within 15 points

Fouls

- A player fouls out after the 5th personal foul.
- Teams will shoot 1 & 1 on the 7th team foul of the half and 2 shots on the 10th team foul.
- If a coach or player is ejected from a game, it is at the tournament director's discretion if they can participate in the next game.
- If a coach or player is ejected twice in a tournament it is at the tournament director's discretion if they can participate in the rest of event.
- Coaches must sit following the first technical foul. Free Throws

- The players lined up along the key may enter the lane on the shooters release of the ball.
- Maximum of 6 players are allowed in the lane along with the shooter at the top of the key. Tie Breakers

Overtime

First overtime 2min second overtime 1min and thereafter. Teams will be granted 1 additional timeout per overtime. Use it or lose it applies.