

# GASO Game Rules (Non-Open Period)

## No Technical Fouls for incorrect numbers in the scorebook

\*\*Teams may be comprised of players with high school eligibility remaining and unsigned seniors from the class of 2025. Seniors from the Class of 2025 who have signed a Letter of Intent (athletic scholarship papers) with a 4-year college at any level to play college basketball during the 2025-2026 season are not eligible.

\*\*A player may play for only one traveling team/all-star team in a division. A player may participate on his high school team and one team traveling team/all-star team. A player may participate on more than one traveling team/all-star team if they are in different divisions and play under the same organizational umbrella.

\*\*Unsigned seniors must play in the NBA division.

Texas UIL High School game rules will apply with the following exceptions and reminders:

1. A 3-minute guaranteed warm-up time will be given between games.
2. If a team does not have its starting five ready to take the court at the assigned game time, the game clock will begin running at tip-off time. For every minute the team is late, the opposing team will be awarded 2 points. After 10 minutes, if the team does not have its starting five ready to play, the game becomes a forfeit. If a team is ready at any time while the clock is running, the game will start with that many minutes left in the first half.
3. There will be two 15-minute halves with a regulation clock in the HS divisions. There will be two 14-minute halves with a regulation clock in the 7th/8th grade divisions.
4. Each team has 1 full timeout and two 30-second timeouts.
5. The bonus (1 and 1) goes into effect on the 8th foul of each half (there is no double bonus).
6. There will be a 2-minute halftime.
7. A player fouls out on the 6th foul.
8. The clock will remain running if a team is ahead by 30 points or more in the last 6 minutes. The clock will remain running if a team is ahead by 20 points or more in the last 3 minutes. **If a team cuts the deficit to within 10, the clock stoppage will return to normal.**
9. Overtime is the first team to score 5 points. There will be no clock. No timeouts in overtime.
10. Code of Conduct: A referee or gym director has the right to remove a player, coach, or fan from the game or facility if they behave in a way that is deemed disrespectful or disruptive to the game or event.

## **Please Note**

For scoreboard purposes, the team in light-colored jerseys will be the home team and will sit to the right of the scorer's table (when facing the court).

**On the game schedule, the team listed first is HOME and will wear LIGHT-colored jerseys. In bracket play, the top team is HOME and will wear LIGHT-colored jerseys.** Each team is responsible for their own jerseys...bring 2 different colored jerseys or reversible 2-colored jerseys with you to each game.

Each team must provide their warm-up balls. The home team provides the game ball.

## **Tie Breakers for Pool Play**

If there is a tie in pool play, the seeding order from the pool will be determined by:

1. **2-way tie:** The head-to-head winner wins the tiebreaker and gets the higher seed.
2. **3-way tie:** point spread (up to a 15-point maximum per game) will determine the higher seed. The point spread in head-to-head games between the 3 teams involved in the tie will be used.
3. **If this still results in a 3-way tie,** the point spread against the team in your pool uninvolved in the tie (up to a 15-point maximum) will determine bracket seeds.
4. **If this still results in a 3-way tie,** points allowed will determine bracket seeds.  
If your pool finishes in a tie, the game scores will be verified with the gym directors at each site, and the tie-breaker will be posted by GREAT AMERICAN SHOOT-OUT staff on the GASO app.