

No technical fouls for incorrect numbers in scorebook

GASO GAME RULES

(Non-Open Period Events)

****Teams may be comprised of players with high school eligibility remaining and unsigned seniors from the class of 2026. Seniors from the Class of 2026 who have signed a Letter of Intent (athletic scholarship papers) with a 4-year college at any level to play college basketball during the 2026-2027 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 their starting 5 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 their starting 5 ready to play, the game becomes a forfeit. If a team is ready at anytime 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 (2 shots) goes into effect on the 8th foul of each half.
6. There will be a 2-minute halftime.
7. A player fouls out on the 6th foul.
8. If a team is ahead by 30 points or more in the last 6 minutes, the clock will remain running as long as the lead stays above 20 points. If a team is ahead by 20 points or more in the last 3 minutes, the clock will remain running as long as the lead stays above 10 points.
9. Overtime is 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 are displaying conducted deemed to be disrespectful or disruptive towards the game and 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 own warm-up balls. The home team provides the game ball.

THE 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:** 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 be used to 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,** point spread against the team in your pool uninvolved in the 3-way 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.