

# Bobcat Classic Basic Rules

## Time Periods

6-minute quarters with a running clock until the last two minutes, then clock stops on whistles, 1 min. breaks between quarters with 3 minute halftime.

2 full & 2 30-second timeouts

2 minute overtimes with 1 full and two 30-second timeouts

## Full Court Press

- A. A full court press shall not be put into operation by the leading team if the lead exceeds twenty **(20) points**. Once the lead is less, the full court press may be applied.
- B. A full court press is defined as a situation where the defense inhibits the movement of the offense across the midcourt line. Note: Only one player is necessary to constitute such inhibition.
- C. Violation of this rule will result in a technical foul being called on the team violating such when the violation follows a single warning.

**Penalty Shots** – Both the benches and players on the court shall remain quiet once the player shooting the free-throw(s) receives the ball. Fans shall make no **deliberate** attempts to distract the player between the time the player receives the ball and the shot is made.

## Tie Breakers

- |    |                  |  |
|----|------------------|--|
| 1. | Two Teams Tied   | Head to Head   |
| 2. | Three Teams Tied | If one team has beaten both teams -- that team gets the first seed and the other two teams go to head to head results for subsequent seeding.  |
| 3. | Three Teams Tied | A beats B, B beats C and C beats A<br>Point differential will determine the first seed.<br>If the remaining two teams have the same point differential scores, head to head will determine the subsequent seeding. |
| 4. | Three Teams Tied | A beats B, B beats C and C beats A<br>If point differential scores are the same, point differential against common opponents, (maximum of 25 points), will determine the seeding.                                  |