



2025 GRAFTON HOOPS SHOOTOUT



- WHEN:** Saturday, December 6, 2025 4th, 7th, 8th Grades
Sunday, December 7, 2025 3rd, 5th, 6th Grades
- WHERE:** All games will be played at the Grafton High School
1950 Washington St, Grafton, WI
Please use Door #18 on the east side of the campus
- ENTRY FEE:** \$100 Per Team
Entry Deadline: November 21, 2025
Entry fees are non-refundable once you have been accepted into the tournament
- REGISTRATION:** www.graftonhoops.com/shootout
- FORMAT:** 8 teams per grade
3 game minimum
- AWARDS:** Awards for 1st, 2nd place & Consolation winner
Limited to 12 players per team
- ELIGIBILITY:** School feeder teams only. No All-Star or AAU teams. Players must be members of a school team (reviewed at the discretion of the tournament director).
Noncompliance will result in team dismissal from the tournament without refund.
- ADMISSION:** \$5 per Adult & \$3 per Child (non-players)
Free admission for 2 coaches and 1 scorekeeper per team
- CONCESSIONS:** Available at the tournament, cash and credit card accepted
No carry-in food or beverage
- QUESTIONS:** Contact Tournament Director Tim Gonzales
(414) 426-7165 or tim_gonzales22@hotmail.com

Complete tournament information including brackets, game times, etc. will be distributed to each team as soon as all teams have been selected and brackets have been determined, typically 1-2 weeks prior to the tournament. www.GraftonHoops.com

2025 Grafton Hoops Shootout Rules

General

- Tournament will run approximately from 8 A.M. - 6 P.M.
- Absolutely no basketballs in the hallways.
- The emphasis should be placed on sportsmanship.
- WIAA rules and regulations will apply.
- Each team must supply a scorekeeper or clock keeper for each game.
- Each team must have a light and dark uniform with a number on at least one side.
- Any spectator entering the playing surface for any reason, unless called on by the official or tournament director, will result in team disqualification from the tournament.
- Technical fouls result in automatic two points and possession to other team.
- Two technical fouls on any player or coach results in the individual being dismissed from the tournament.
- Unsportsmanlike conduct results in the team being ejected from the tournament.
- No protests are allowed. Officials' decisions are final.

Clock

- Pre-game warm-ups: 5 minute (unless running behind)
- Halftime: 3 minutes
- Two 20-minute halves with continuous running clock.
- Clock stops with two minutes remaining in the second half, during timeouts, and at the discretion of the officials.
- 3rd Grade: Clock will not start until ball passes half court when there is 30 seconds remaining in the second half.
- If a team has a lead of 20 points or more in the second half, the clock will remain running.
- Timeouts: Two per half, no carry over.

Free Throws

- 3rd & 4th Grades: Can shoot from a reasonable step in front of the free throw line and may step over on the release.
- 5th Grade: Will use the regular free throw line, but can cross over on the release. If/When the shooter crosses the line, they cannot be the first one to touch the ball.
- 6th, 7th & 8th Grades: Will use the regular free throw line and may not cross the line until the ball contacts the rim.

Defense

- 3rd, 4th & 5th Grades: Man-to-Man defense only with help side defense allowed. No intentional double teaming or trapping.
- 6th, 7th & 8th Grades: Man-to-Man and Zone defense allowed.

Pressing

- 3rd Grade: No pressing allowed.
- 4th & 5th Grades: Man-to-Man pressing allowed in the last two minutes of the game providing they are not leading by 15 or more points. Pressing is also allowed in overtime. Teams will be allowed to trap the ball handler in the backcourt by a double-team, but cannot align itself in a zone formation nor have players guarding areas, not players.
- 6th, 7th & 8th Grades: Pressing is allowed at any time, if a team is not leading by 15 points or more points. Teams may utilize Man-to-Man and Zone press, full court, $\frac{3}{4}$ court or half court traps.

Overtime

- 1st overtime period will be 2 minutes with the clock stopping on each whistle. 1 timeout per team.
- 2nd overtime will be sudden death. No timeouts.