

2026 Outwork Basketball Showcase Rules

- 24-Minute Games: Running clock, stops under 1 min if score within 5.
- Subs: Every 6 min; first deadball/change within 30 sec or stop clock.
 - Immediate stop of clock if exceeds 30 sec
- Fouls: Shooting – 1 pt + 1 FT (2pt shot), 2 pts + 1 FT (3pt shot). Common – inbound only.
- Excessive/flagrant – sub or dismissal per staff discretion
- Game Logistics: 1st listed = home. No timeouts. No zones.
- Code of Conduct: Zero-tolerance for misconduct.
- Tie = sudden-death OT. Games may start 3 min early; if behind, warmup ≤ 2 min.