



## GAME RULES

1. All referee decisions are final. WIAA rules to be used unless stated otherwise. WIAA officials will work the games.
2. Pressing is not allowed at any time at the 3rd grade level. 4th & 5th & 6th grade may press the last 2 minutes of each half. 7th & 8th grade may press at any time. No press will be allowed if a team is up by more than 15 points.
3. Any defense is allowed for 7th and 8th grade. Man to man defensive principles for 3-6 grade. (Help defense is allowed)
4. Each half will be 18 minutes. The clock will stop on all whistles and dead balls during the last two minutes of each half. The clock will continue to run in the second half if the point differential is more than 20 points.
5. There will be a minimum of 5 minutes for teams to warm up. Halftime will be 5 minutes.
6. 3 time outs per team per game. Clock will start up again when an official chops the time to start.
7. Each overtime will be 2 minutes with each team getting a maximum of 1 time out per overtime. No carryovers allowed.
8. 3rd graders will be allowed to step in front of free throw line to start free throw and jump forward for their attempt. 4th graders must start behind the free throw line but may jump over it on their attempt.
9. Any technical or intentional foul is an automatic 2 points and the ball.
10. A coach from each team must sign the score sheet within 3 minutes after the game ends and make sure that the half time score and final score are correct. Any coach not signing the score sheet will not have an opportunity to dispute that game.
11. No carry-ins allowed.
12. Each team may be asked to supply an official scorer or time keeper.
13. Practice balls are not supplied. Please bring your own balls for practice purposes.
14. All disputes will be handled by the Tournament Director (TD) and the TD's decisions are final.
15. All players, coaches and fans are to act in a sporting manner or they will be asked to leave the premises.
16. A team forfeits if they are not ready to play within 5 minutes of their scheduled start. Any team that forfeits will not be allowed to advance past pool play.
17. No refunds for any reason are given unless the tournament is cancelled.
18. No AAU teams or All-Star teams allowed. All teammates must be from the same school district and plan to attend the same high school together.



### **TIE BREAKERS**

1. Head to head competition
2. Fewest first half points allowed in all pool games.
3. Final score point differential (+/- 15 point maximum) in all pool games.
4. Fewest total points allowed in all pool games.
5. Coin Flip
6. If a three way tie exists, once the tie is broken, the two remaining teams in the tie will start again with the head-to-head tie breaker rule.