



## Woodland Center Tournament Rules

### Clock:

- Game Time: Two - 18 minute running clock halves
- Clock Stops:
  - Last 30 seconds of the 1st half
  - Last 2 minutes of the 2nd half
  - Clock will NOT stop during the last 2 minutes of the 2nd half if any team is up by 20 points or more
- Halftime will be 3 minutes
- Between Games:
  - Clock will be set to 4 minutes; unless running behind schedule; will be set to 2 minutes
  - Games may start early, please be ready 15 minutes prior to scheduled game times to allow for this
- Timeouts: Each team will get 3 0:30 second timeouts per game. Each team will get 1 additional timeout in OT
- Overtime (OT):
  - 2 minutes, with clock stopping in the last (1) minute
  - If a second OT is needed, the first team to score at last 1 point will win

### Rules:

- All games governed by WIAA rules
- 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> Grades will be allowed 5 players on the court at a time (5v5)
- 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> Grades will be allowed 4 players on the court at a time (4v4)
- Decisions of the officials & tournament committee are final
- 1st Technical Foul & Intentional Fouls result in automatic 2 points & the ball
- 2nd Technical Foul will result in ejection from the game, whether it be a coach or a player
- Defense Rules:
  - 3<sup>rd</sup> & 4<sup>th</sup> Grade Teams must play man-to-man defense & no pressing allowed at any time. If a team is up by 20 points; must drop back to 3-point line to play defense.
  - 5<sup>th</sup> Grade Teams must play man-to-man defense & no press allowed; except for the last 2 minutes of the game, any type of defense & pressing is allowed.
  - 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> Grade Teams may play any defense & may press the entire game.
- No press if that team is winning by 20 points, regardless of grade or time of the game.
- If team leads by 30 points in 2nd half, scoreboard score can be cleared at discretion of the coaches.
- Free Throw Rules:
  - 3<sup>rd</sup> Graders: players may start no more than 2 feet in front of the free throw line. Shooter may not be the first person to touch the ball on the rebound.
  - 4<sup>th</sup> Graders: players may start with any portion of their foot touching the free throw line & step into the lane with their follow through. Shooter may not be the first person to touch the ball on the rebound.
  - 5<sup>th</sup>-8<sup>th</sup> Grades: WIAA free throw rules apply
- Tie Breakers:
  - Head-to-Head Competition
  - Point Differential (+/- max of 15 points)
  - Least Points Allowed (total)