

ALL WIAA RULES APPLY UNLESS NOTED BELOW

1. ONLY players on the registration form are eligible. NO SUBSTITUTIONS
2. 3-game guarantee per night
3. All disputes will be decided by referee or tournament director without appeal
4. Be at your court 10 minutes before your game, if 10 minutes late, game will be forfeited
5. 5 minute warm-up allowed, provided games are on schedule. Each team MUST bring a basketball
6. Each game will be 20 minutes in length, with two one-minute timeouts
7. First possession will be decided by a coin-flip
8. Grades 3-6 will be played to 30 points. Grades 7-8 will be to 40 points.
9. ALL games will be 20 minutes in length. The team that reaches maximum points or is ahead at the 20 minute time-limit is the winner of that game. Clock will only stop for timeouts and injuries when more than one-minute left to play. Inside of one-minute to play, the clock will stop for free throws, injuries, and timeouts. Foul shots awarded as time runs out will be allowed if they could determine or change the outcome. You DO NOT have to win by 2 points.
10. Grades 3-6 will use a 28.5 size ball.
11. ALL Free Throws must be shot from normal 15 foot line. Grades 3-4 may jump over the line.
12. All poin
13. The ball must be brought back outside the 3-point line on every possession change, made basket, jump ball, defensive rebound, steal, violation, or lost ball, no matter where the ball goes out of bounds. BOTH FEET must touch outside the arc. If both feet do not touch outside the arc and the ball is advanced toward the basket, it is considered a violation and will result in a turnover.
14. Ball must be checked to the defense each time before being put in play. When ball is checked back to the offense, by the defense, outside the 3-point arc, the instant it touches the offensive player's hands it is a live ball and can be passed, dribbled or shot. Ball should be checked and returned politely.
15. Personal Fouls: BONUS FT's will be awarded on the 7th foul, they will consist of 1 point+1 FT. All shooting fouls will be 1 point + 1 FT. If a foul occurs on a made basket. The points will be recorded + 1 FT. KEEP IT CLEAN
16. No stalling will be allowed. If the referee determines stalling tactics are being used, he/she will warn the offensive team and they will have 10 seconds to shoot the ball. If no shot is take, it will result in a TO. Please try and beat your opponent by trying to reach the max score. A second stalling call will result in a technical foul.
17. **OVERTIME**. In case of a tie, all members from each team will each shoot one FT. All members of one team will shoot their FTs. Then the second team will shoot. Repeat process until tie is broken.
18. All Scoresheets will be picked up by league directors.
19. ALL teams MUST have an adult on the bench
20. **TECHNICAL FOULS:** Poor sportsmanship and/or rough play will not be tolerated. A technical foul will result in one point awarded, a team foul, and possession to the offended team.

A second will result in forfeiture of the game, and removal from the league of the offending person.

21. League play tie breakers in this order: head to head, score differential, coin flip

Wisconsin Buckets

