

## TOURNAMENT RULES – 5<sup>th</sup>/6<sup>th</sup> Grade

1. Basketballs used for warm ups will not be furnished. Please bring your own basketballs.
2. Teams need to be present at least 1/2 hr. before their scheduled start of game with completed line up.
3. Games will consist of 2 - 18 minute halves with a continuous running clock except for the final 2 minutes of each half. There will be a 6 minute intermission. If tied after regulation play, the first overtime will be 3 minutes with one time out, start with a jump ball. If still tied after one overtime, start the second and final overtime with a jump ball, sudden death, first to score wins.
4. Two time-outs per half. No carry overs.
5. Pressing is allowed only in last two minutes of each half and overtime. A team cannot press if up by more than 10 points.
6. Three point rule is in effect.
7. Defense is man-to-man only.
8. Bonus on the 7th team foul. Double bonus after the 10th team foul.
9. First Technical Foul will give the opposing team 2 points plus the ball. Second Technical Foul will also result an ejection and removal from gym.
10. Destruction of property by member or members of a team shall disqualify that team and reimbursement of costs will be required.
11. Tie-breaker for pool winners:
  - a.) Two Way Tie: winner of head to head game.
  - b.) Least points allowed in first half.
  - c.) Coin Toss.
12. All other rules not covered will be the same used by WIAA.
13. Any and all decisions of the tournament director, referees, or committee in charge is final, and without appeal, in case of disputes.
14. There will be no shooting during half-time or between games by anyone not involved in the game in progress.