

TOURNAMENT RULES 7th/8th Grade

1. Locker rooms will not be available.
2. Basketballs will not be furnished. Please bring your own basketballs for warm ups. Game balls will be provided.
3. Teams need to be present at least 1/2 hr. before their scheduled start of game with completed line up. **Waiver sheet must be filled out and turned in to Tournament Director before first game.**
4. All team members must belong to same school district. Players may only be on one roster. Only three (3) non-players allowed on bench.
5. 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, 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.
6. Two time-outs per half. No carryovers.
7. Pressing is allowed anytime, unless a team is ahead by 15 or more points. No Restrictions on defense.
8. Three-point rule is in effect.
9. Bonus on the 7th team foul. Double bonus after the 10th team foul.
10. First Technical Foul will give the opposing team 2 points plus the ball. Second Technical Foul will also result in an ejection and removal from gym.
11. All other rules not covered will be the same used by WIAA.
12. Tie-breaker for pool winners:
 - a.) Two Way Tie: winner of head to head game.
 - b.) Least points allowed in the first half.
 - c.) Coin Toss.
13. Any and all decisions of the tournament director, referees, or committee in charge is final, and without appeal, in case of disputes.
14. Destruction of property by member or members of a team shall disqualify that team and reimbursement of costs will be required.
15. There will be no shooting during half time or between games by anyone not involved in the game in progress.