



### Tournament Rules

1. Game Rules – WIAA high school game rules will be followed.
2. Length of Game - Each game will consist of two, 20-minute running clock halves. Clock will stop the last one minute of the first half and the last two minutes of the second half. If there is a 40+ point margin, the clock will run continuously except on timeouts. There will be a 4-minute warmup prior to each game.
3. Time-Outs – Each team will get 2 full time-outs to be used any time during the game (no carryovers to overtime).
4. Time Between Periods – There will be a 2-minute break at halftime and a 1-minute break at the end of regulation play, if overtime is needed.
5. Overtime – First team to 4 Points. Each team will receive one 30 second timeout.
6. Game Time – All games will start at their published time, unless the previous game is not completed on time. Where the tournament is running behind schedule, only 3 minutes of warm-up time will be allotted to the participants in the next game, unless one of the teams in that next game is playing their first game of the day, in which case there will be a 5-minute warm-up period. Where the tournament is running ahead of schedule, the next game will start early only if the head coaches of both teams, both referees, and the tournament director (i.e., clock operators and scorekeepers are present and ready to start) agree. A team not wanting to start play until the published time will not be coerced into starting before the published time.
7. Conduct – Players, coaches, parents and others who use profanity, are demonstrative or loud in their criticism of the referees; taunt, use noisemakers, cowbells, whistles or laser lights to distract opposing players, particularly when shooting a free throw; or are in any way belligerent; will be dealt with emphatically. The coach is responsible for the conduct of their team's fans. The referees will not confront a player, parent or other relevant party in the stands. The referee will identify for the coach the offending party and the nature of the

offense. There will be one warning. If there is a second incident, a technical foul will be called. If the conduct persists, the offending individual or individuals will be instructed by the relevant coach to leave the gym (i.e., go to the concessions area, commons or leave the building entirely). That person will then be given two minutes to leave the gym; failure to do so will result in the team involved forfeiting the game. If a player, parent or coach is removed from a game by an official, the expulsion will be for that game only; unless the individual in question refuses to leave resulting in their team's forfeit of that game or physically confronts an official or opposing coach, player or fan, in which case the expulsion will be for the remainder of the tournament.

8. Practice and Game Balls – Each team is responsible for bringing its own warm-up balls. Warm-up balls will not be provided by tournament organizers. Game balls will be chosen by the officials from the competitors' warm-up balls.

9. Jerseys – Schools should bring both home and away uniforms. It is not permissible to have more than one player wear the same jersey number. 1 st team alpha will wear white and be designated as the home team.

10. Eligibility – All competing players must meet WIAA eligibility standards. Teams must consist of student-athletes who are entering the 9 th -12th grade for the upcoming school year.

11. Only 2 coaches and 1 scorekeeper/clock operator allowed free admission into the tournament. Each team is required to bring a scorekeeper/clock operator for each game.