



## **WI State Basketball Tournament Rules**

### **General Rules:**

1. All WIAA Rules will be followed with the exception of the modifications on this rules sheet
2. Tournament director has the right to modify rules at any time
3. Each team must provide a score table worker
4. The first team on the schedule will be designated the home team
5. Technical/Flagrant fouls will result in an automatic 2 points and the ball
6. Each team must provide their own game ball (4<sup>th</sup>, 5<sup>th</sup>, & 6<sup>th</sup> grade will play with a 28.5 game ball)

### **Game Length & Timeouts:**

1. All games will consist of two 18 minute running clock halves & 3 minute halftime
2. Clock stops last minute of first half and last two minutes of second half
3. If a team is ahead by 20 points or more the clock will run continuously
4. Three total timeouts per game
5. First overtime will be a 2 minute stopped clock period, all subsequent overtimes will be 1 minute stopped clock. Each team will get one timeout per overtime period, no timeouts will carry over

### **Defensive Rules:**

1. Teams are not allowed to press if they are up by more than 20 points
2. 4<sup>th</sup> & 5<sup>th</sup> Grade Teams must play man to man defense and can press the last two minutes of the 2<sup>nd</sup> half
3. 6<sup>th</sup>-8<sup>th</sup> Grade Teams may press and play any defense they choose

## **Tiebreaker Rules:**

1. All Divisions will have pool play on Saturday followed by bracket play on Sunday
  - a. Tie breaking procedures for pool play
    - i. Head to Head
    - ii. Point Differential (Max of 15 points)
    - iii. Points Given Up
    - iv. Points Scored
    - v. Coin Flip
  - b. Any 3-way tie will be determined by:
    - i. Point Differential (Max of 15 points)
    - ii. Points Given Up
    - iii. Points Scored
    - iv. Coin Flip