



General Tournament Rules

- Games may begin early to ensure timeliness of the schedule. Make arrangements to have your team prepared.
- A team will forfeit a game if they are not prepared to play (5) minutes past the official start time of the game. If necessary, teams may begin play with (4) players.
- A forfeiture will award the other team with a win and a positive (15) point margin. The forfeiting team will get a loss and a negative (15) point margin.
- Players may play at any level they are eligible for, but cannot play for more than (1) team. Failure to follow this rule will result in the participating team forfeiting the game.
- Roster sheets with player information, numbers, grade level, and age verification information is required. These roster sheets must be submitted to the Tournament Director prior to the first tournament game. No players may be added to a roster once the tournament has started.
- Tournament provided Score Keepers will maintain the official score book.
- Tournament Officials or Gym Managers will resolve all disputes as quickly and amicably as possible. Gym Managers will be on-site at each location, if a Gym Manager is unable to resolve a dispute, they will be responsible for contacting a Tournament Official for guidance.
- The ten (10) second back court rule will apply for all grade levels.

4th Grade

WIAA Girls Rules will apply with the following exceptions:

- Games consist of (2) twenty-two minute running clock halves, stopped during the last (2) minutes of each half on all whistles. The clock will be stopped for all timeouts and will not start until the basketball is live. The clock will not be stopped during the last (2) minutes of the game if a team is behind by (20) or more points.
- Teams will receive a minimum (5) minute warm up, a (5) minute halftime, and (1) minute prior to overtime periods.
- A first overtime period will be (2) minutes with a running clock. The clock will be stopped on all whistles.
- A second overtime period will be sudden death. The first team to lead by (2) points or more points wins.
- Each team receives (4) full timeouts per game. Each team will receive (1) 30-second timeout per overtime period. Timeouts do not carry over from regulation to overtime. Timeouts do not carry over from overtime to overtime.
- Press is not allowed. Defenders may begin defending once the ball handler crosses half-court.
- Zone defenses are not allowed. Man defense only. Defenders must be within 6 feet of the offensive player when they are within the 3-point arc. Defenders may help if they are within 6 feet of the offensive player they are guarding inside the 3-point arc.
- Technical, intentional and flagrant fouls will result in a (2) point award and possession of the basketball. A second technical, intentional or flagrant foul on the same person will result in a (2) point award and possession of the basketball and an automatic removal from the game and a suspension from the next tournament game.