



## 2024 Wayzata Boys Basketball Classic Tournament Rules

The National Federation of High School Basketball Rules will be followed except as noted:

### Cancellations/Forfeitures:

- **Once brackets are final, there will be no refunds for any cancellations or forfeits.**
- Check WBBA website (<http://www.wayzatabasketball.org>) for **inclement weather**. If your game is not canceled and your team does not show, it is a forfeit.
- Teams must be present at scheduled game time with 5 players, or they will forfeit the game.

### Sportsmanship:

- Coaches are responsible for their actions and the actions of their players and fans.
- **No protests** – disputes will be resolved by referees and/or Site Coordinator. All decisions by officials, timers, and scorers are final.
- Inappropriate behavior will not be tolerated.
  - **Officials have the authority to forfeit games due to unsportsmanlike conduct.**
  - **WBBA reserves the right to remove from the premises, or refuse admission to anyone displaying inappropriate behavior.**

**Awards:** Issued to 1st, 2nd, 3rd, and Consolation at the awards table following the game. Due to planning purposes, 10 awards will be provided to each team, regardless of the number of players on the team.

### Team Information:

- **Players** can only compete on 1 team in the tournament
- **3 coaches** (non-players) allowed on the bench during games; includes team's scorebook keeper
- **Home team** is the top team listed on the bracket and wear light-colored uniform
  - Provide game ball: 27.5 size (4<sup>th</sup> Gr.), 28.5 size (5<sup>th</sup> & 6<sup>th</sup> Gr.), Full size-29.5 (7<sup>th</sup> & 8<sup>th</sup> Gr.)
- **Visiting team** is the bottom team listed on the bracket and wear dark-colored uniform

### Clock:

- **5-minute warm-up time**
  - Teams should be ready to play 15 min. before scheduled game time - can start early  
However, no game should start earlier than 10 min. before its scheduled start time.
- **14-minute stop time halves** in all grades
  - If a team's lead is 20 points or more with 7 minutes or less in the game, clock converts to running time - only stopping for time outs
  - If a team's lead comes back within 10 points or less - stop time resumes
- **3-minute half-time intermission** - Officials may decrease depending upon game schedules
- **1st overtime will be 2-minutes**
- **2nd overtime will be sudden death**, with the first team scoring, winning the game.
- **EXCEPTION: If championship game, all overtime periods are 2 minutes** and played until a winner is decided.

***WBBA has the right to alter game format, sites, rules, times, or call forfeits, if necessary.***

### Time-outs:

- **3 per game**, 1-minute long in duration (No carryover into overtime)
- **1st overtime** - each team receives **1 time out**
- **2nd & any subsequent overtimes** - **No timeouts allowed**

### Scorekeeper:

- **Home team is responsible for supplying official scorekeeper** to be located at the score table.
- **Visiting team is responsible for supplying clock worker** to be located at the score table.
- The official score, fouls, and timeouts are recorded on the scoresheet.
- **Lineups** must be in the official scorebook at least 5 minutes prior to the start of the game.
- **Alternate possession rule** used in all jump ball situations, except at the start of the game and any overtime periods.
- **4<sup>th</sup> Grade will shoot free throws from 12 feet.** Players are not allowed to jump over the line.
- **Bonus free throws shot on the 7th foul & double bonus (2 free throws) shot on the 10th foul** in the half
- If a **three-point line** exists, it will be used in all grades and levels.

### Pool Brackets: The top teams will be determined as follows:

- Two-team tie: Head to head competition between the teams determines the winner.
- Three team tie:
  - Teams ranked according to sum of point differential totaled. Highest ranking determines the pool play winner.
  - Remaining teams will be ranked by head to head competition.

### Fouls: A player committing 5 personal fouls per game **fouls out.**

- If a team has only 5 players left in the game, no player shall foul out of the game.
- Last 5 players on the floor will play the remainder of that game.
- Subsequent fouls on a player with 5 fouls will result in the fouled team being awarded 2 points plus the ball out of bounds (in addition to any regular foul shots)

### Technical fouls:

- Automatic 2 points and possession of the ball.
- Counted as team fouls and as player fouls.
- 2nd technical foul during the game results in ejection from that game.
- 3rd technical during the tournament, coach or player leaves the premises for the remainder of the tournament.

### Defense: No full-court pressing allowed by teams with a 20-point lead or more. In addition:

- **4<sup>th</sup> Grade:**
  - Teams must play Man-to-Man and Help Defense is permitted everywhere.
  - Full-court press is NOT allowed.
  - Zone Defenses are not allowed.
- **5<sup>th</sup> Grade:**
  - Teams must play Man-to-Man and Help Defense is permitted everywhere.
  - Full-court presses are allowed.
  - Zone Defenses are not allowed.
- **6<sup>th</sup> - 8<sup>th</sup> Grade:** No restrictions on full and half-court defenses.

Teams will be given 1 warning, and then issued a technical on the bench for each subsequent pressing violation.

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