



Tourney Rules

- Two 20 minute running clock halves. The clock stops on timeouts and the last 1 minute of the first half and last 2 minutes of the second half unless there is a 15 point differential.
- Each team will get 2 timeouts per half (One Full and one 30 second time outs). Timeouts do not transfer from half to half.
- Shot clock will not be in use, please do not hold the ball. Attempt to play as close to normal game situation as possible.
- Home Team (white jersey) is the first team listed or team on top of the bracket.
- Other standard WIAA high school boys' rules apply (one plus a bonus free throw at 7 team fouls, 10 team foul double bonus two free throws, etc.)
- Games must start on-time so have your players ready. 5-minute pre-game Warmup. 3-minute halftime.
- 2 minute overtime. Second overtime period will be the first team to score 2 points. Each team will have one full timeout to use in the 1st OT period. There will be no timeouts in the 2nd OT.
- 6 personal fouls
- Technical fouls – 2 points and the ball. 2 technical fouls on the same player or coach in the same game will result in an ejection.
- Any player ejected from the game for unsportsmanlike conduct or two technical fouls will sit out the next game.
- Intentional foul – 2 points and the ball.
- Tourney Seeding will be based on PD in a pool. Pools with more than 3 teams will play head to head or common opponents.

2-Team Tie

1. Head to head
2. if no head to head, record vs. common opponents.
3. Point differential (individual game max +/- 20)
4. Sum of total points allowed
5. Coin Flip

3+ Team Tie

1. head to head
2. if no head to head, record vs. common opponents.
3. Point differential (individual game max +/- 20)
4. Sum of total points allowed
5. Coin Flip