



# Woodbury Royal Classic Tournament Rules

## 1. Jersey Color and Score Keepers

**Home Team:** Listed on top of bracket or first in a pool play game; will wear dark jerseys; and will provide the game ball. If WHS Basketball cannot provide a player to be the clock operator or scorebook person, the home team will need to provide one.

**Visiting Team:** Listed on the bottom of the bracket or second in a pool play game; will wear light jerseys; and will provide a clock operator/scorebook person.

## 2. Timing Rules

1. All games will be 14 minutes stop time halves. If a 20-point lead is attained in the final 7 minutes of the second half, the game clock will be running time except for time-outs and free throws. Stop time will be reinstated if the lead goes to 14 points or below. Running time will be enforced in both bracket and pool play.
2. Halftime will be 3 minutes. **NOTE:** The Tournament Director has the authority to adjust halftime length if necessary.
3. Time outs are limited to three 60 second time outs per game.
4. **Overtime Periods:** Each team will be awarded one time out for each overtime period with no carryover of any unused timeouts. There will be a 60 second intermission between overtime periods.
  - a. 1st OT period will be two-minutes, stop-time.
  - b. 2<sup>nd</sup> OT period will be played until the tie is broken (sudden death)
5. **Grace Period:** each team will be given a 10-minute grace period for their ***first*** game of the tournament. After a team's first game, game time is start time.
6. **A game should not begin more than 5 minutes earlier than the posted game time UNLESS both teams agree to the earlier start (if the opportunity exists).** Please be respectful of fans planning to arrive to games at the posted start time. Teams and spectators are encouraged to arrive at least 15-20 minutes prior to game time.
7. **Pool Tiebreaker**
  1. Record (Winning pct, number Wins)
  2. Head-to-Head (Recursive) (Used only when all tied teams have played each other)
  3. Points Difference (max 15 per game) (An average is used if teams have not played an equal number of games)
  4. Points Scored (An average is used if teams have not played an equal number of games)

5. Computer Generated Coin Flip (A system random number generator breaks ties at this stage)

### 3. Equipment

1. **Free throws and ball size:**

Free throw shooters may not cross the line until the ball hits the rim.

Grades	Free Throws	Ball Size
4 <sup>th</sup>	12 ft	27.5"
5-6	15 ft	28.5"
7-8	15 ft	29.5 "

2. All jewelry must be removed **prior to** stepping onto the court. Players are **not** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.)

### 4. Playing Rules

- Free Throws:** Bonus shots will be awarded on the 7<sup>th</sup> team foul; double bonus on the 10<sup>th</sup> team foul of each half.
- Technical Fouls:** Two points and possession of the ball will be awarded to the opposing team. (No free throws shot for technical fouls)
- Defense/Pressing:** NO teams may press if they are ahead of their opponent by **20+ Points**.
  - Penalty:** After the first warning, a technical foul will be assessed for each additional violation.

Grades	Half-Court Defense	Full-Court Defense
4 <sup>th</sup>	Person-to-Person Only No Double Teaming	Not Allowed
5 <sup>th</sup>	Person-to-Person Only No Double Teaming	Person-to-Person Only No Double Teaming
6-8 <sup>th</sup>	No Restrictions	No Restrictions

- Forfeit Policy:** Please make every effort to get to your games. If you need to forfeit, please notify the tournament director ASAP. We will then notify the opposing team.
- Ejection Policy: Any player, coach, or spectator ejected from the contest is declared ineligible for the rest of that contest AND the next scheduled contest.** Any player, coach, or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the rest of the competition and may be subject to additional disciplinary action(s). Some examples of “flagrant unsportsmanlike conduct” include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.

The tournament director and site supervisor may review a disqualification only if the situation merits further consideration. Any ruling by the tournament director is final. Furthermore, any person ejected for a contest must leave the vicinity (**out of sight and sound**) of the playing area

immediately and is prohibited from any further contact (**direct or indirect**) with the team until such time that the suspension has been lifted. Failure to comply with the rules of rejection may result in **game forfeiture**.

**For 4<sup>th</sup> and 5<sup>th</sup> Grade Defense:**

*i. On defense, a team can switch on screens and take on the new offensive player as their primary defensive responsibility.*

*ii. Helping in the lane is allowed - If an offensive player enters the lane, the defensive player may help create a double team but only in the lane.*

*iii. Each defensive player must have a primary offensive player responsibility. For example, a player cannot just play defense in the lane.*

*iv. Defensive teams will not be required to guard offensive players everywhere on the court. If the offensive team lines up all players outside the 3 point line, the defense is not required to guard them there. For example, lining 4 offensive players up at half court then setting up an iso with one offensive player driving the lane, the defensive team would be able to have all defensive players inside the 3 point line.*

*v. Sagging on defense is allowed. If the ball is on the opposite side of the court, the defending player will be allowed to "sag" off their responsibility within reason. This is also referred to as "2 passes away"*

*Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.*