



16th Annual Jimmy V Classic rule sheet

Game Time: Each team is responsible for arriving thirty (30) minutes prior to the scheduled start of their game. Game time is forfeit time. PLEASE BE ON TIME. Games can start earlier than scheduled if both coaches agree. There is no grace period. WI Dells downtown traffic can be hectic during summer months, please plan appropriately.

Rosters: Rosters are determined by the online consent forms filled out by each player. Coaches can make changes at check-in. After check-in no changes can be made to the roster. Players may not be added during the tournament. **Please indicate all players on your team on the score sheet for your first game.**

Forfeits: Any team arriving past the scheduled start time of their game will forfeit the outcome of the game to the opposing team (+15 points). Forfeits will be determined by Brad Stangel or Dana MacKenzie. Two forfeits will bar your team from competing in future events! **Forfeits received count as a guaranteed game.**

Game Length: Each game will consist of two (2)-twenty minute halves. Clock will run continuously until the last :30 seconds of the 1st half and the last 2 minutes of the 2nd half. After the :30 second mark in the 1st half and the 2 minute mark in the 2nd half, the clock will stop on all whistles. If a team is ahead by 20 points or more in the second half, the clock will continue to run, even during the final 2 minutes – except during timeouts, or if the margin becomes less than 20.

Timeouts: Each team is allowed to use three (3) time-outs per game, ALL TIME OUTS WILL BE :30 SECOND Timeouts. In the event of overtime, teams will be awarded one (1) :30 second time-out per overtime. Timeouts not used during regulation cannot be carried over into overtime periods. IE...ONLY (1) thirty (:30) Second time out per team per overnight...No carry overs.

Warm- Up: Teams will receive a five (5)- minute warm-up prior to the start of each game. In the event that games are behind schedule, warm-up time may be decreased to three (3) Minutes. Teams are responsible for their own warm-up basketballs. No site will provide basketballs to any team.

Halftime: Halftime will be two (2) minutes in length.

Game Balls: Regulation-sized (men's) basketballs will be used for all boys' divisions, 12u and higher. All girls' divisions and boys 12u and younger will use 28.5" (women's) basketballs. Participating teams will provide own Warm-up Balls.

Overtime: The first overtime will consist of a two (2) minute period. Clock stops the last minute of the overtime period. If a game reaches the 2nd overtime period in Pool Play – it will be the first team to score 3 points wins

Tournament & Championship games will continue with two (2) minute overtimes until there is a winner.

Personal Fouls: A player will be disqualified upon receiving five (5) personal fouls. Any technical foul committed will also result in a personal foul.



16th Annual Jimmy V Classic rule sheet

Technical Fouls: Technical fouls will be at officials' discretion. Any player or coach receiving two (2) technical fouls in any one (1) game, will be disqualified. The team receiving the technical, your opponent is awarded two (2) points and the ball.

Pressing will not be allowed when ahead by 20 points or more in all boys and girls divisions, U12-7th grade and under.

Free Throws will be played on the release

Bench personnel:

Only eligible players may wear uniforms and be seated on the bench. **At least one person age 18 or older must be on the bench at all times.** If as the result of removal, illness, etc., no roster member of the minimum age of 18 is available, the tournament shall select a person of suitable age to supervise the bench. All players must wear uniforms for free admission. 1 coach and 1 assistant/ scorekeeper are admitted free.

***Each team must provide a scorekeeper; or a timer for each game*.**

Protests: If any player, coach or team representative would like to protest the outcome of their team's game, they must contact the site director within fifteen (15) minutes of the completed contest. Protests must be in writing and be accompanied by \$50. Refunds will occur if the protest is upheld. Final decisions will be made by tournament directors. Once a decision has been made, the discussion ends.

Bench Items: Each team will be responsible for all items (basketballs, warm-ups, uniforms, clothing, water bottles, ipods, etc.) on their bench during and after their game. The tournament directors, workers and sites are not responsible for any items lost or stolen from the bench area. Please help by cleaning up after yourself following each game.

Pool-Play Tiebreaking scenarios:

(See site director following your last game in pool play to see where your team placed.)

1. Head-to-head
2. Point Differential. (15 POINT MAX)
3. Points Allowed
4. Coin Flip

****Wisconsin Interscholastic Athletics Association High School Basketball Rules are in effect unless stated above.****