

GENERAL RULES

- 1) Each team will play a minimum of 3 games unless conditions cause a change.
- 2) Games will be 16 minutes in length – running clock. Teams need to be at their designated court at least 10 minutes before their scheduled time.
- 3) Teams are allowed ONE 20-second time out if they wish. No time outs given under 2 minutes unless an injury or official time out called. If the facility where the game is being played is using 1 master clock for multiple courts, the clock will still run during those 20 seconds.
- 4) If there is a malfunction on any of the scoreboards or clocks being used, the referee will simply time the game using their phone/watch or affixed clock in the facility to improvise.
- 5) Jump balls will be awarded to the defense
- 6) A coin flip or “odd/even” will be used to determine first possession.
- 7) Substitutions can be done on dead balls only (quickly come in for the player, no need for an official to waive you in). Make sure you yell “SUB” loud enough for the official to hear you.
- 8) Scoring will be the normal format, 3 pointers will be 3 points and all other regular shots 2. No free throws will be shot during the game unless there is a tie. Additionally, shooting fouls will be 1 point and possession of the ball again. If the shot is made and there is a shooting foul (an “and one” situation, 3 points given then other team gets the ball. Non-shooting fouls will be checked at the top. No “make it, take it” situations.
- 9) If the game is tied at the end of regulation, players will shoot free throws to determine the winner. The visiting team will designate someone to shoot first, if they miss, the home team shooter can make the shot to win the game. If they both miss or make, the process will continue until a winner is determined. This is commonly referred to as “alternating free throws”.
- 10) If necessary, we reserve the right to move a team up a division, but only if needed due to scheduling difficulty.
- 11) Teams are not required to be from the same school district. Combining is OK as long as the age requirements are kept. Players can only be on 1 roster however.
- 12) Coaches are optional for 4-8th grade. Coaches will mainly just help in substitutions and to help in case of injury etc.
- 13) On every live change of possession (rebound, steal, loose ball etc), the ball must be taken back behind the designated check line (commonly the 3 point line). Both feet must be to the line before the ball can be advanced towards the basket, otherwise it will be considered a turnover. It can be dribbled to the 3 point arc or passed to a teammate. Then the change of possession has been completed. Upon a dead ball (a MADE BASKET or like foul or ball out of bounds situation), the ball must be “checked” politely to the opposing player at which time, the ball is now live (the ball does NOT need to be passed in first by the offense, the player can dribble or shoot right away if they choose).
- 14) Any flagrant fouls could result in an individual or team disqualification
- 15) Each bracket will play in at least 3 games, possibly more depending on the number of entries (a forfeit can be considered a game). Younger players can play up one grade level, but not down in younger divisions. The number of games played will determined by the number of entries for your age/division.
- 16) Each team is responsible for their own uniform shirts or tops. Teams are asked to either wear uniform shirts or similar colors if possible. Teams are also encouraged to make up their own shirts or jerseys provided they are color coordinated.
- 17) 3 minute warm up time allowed between games and no time outs are allowed unless for an injury or an officials need.
- 18) No stalling allowed. If at any time during the game, the referee in their opinion determines stalling tactics are being used, they will warn the offensive team and they will have 10 seconds to shoot the ball and count down. The ref will say “10 seconds”. If a shot is not taken by then, it will be a turnover. Please try to beat your opponent on the scoreboard and then the stalling rule will be irrelevant. A second stalling violation will be a technical foul (a technical foul will be 2 point plus possession of the ball).
- 19) Although a roster of 3 to 5 players is required, if circumstances dictate (such as an injury or another playing having to leave for some reason, a team can compete in game with 2 players)
- 20) There will be an adult representative/tournament assistant at each facility and will be identified by either a name tag, t-shirt or lanyard.
- 21) Being more than 5 minutes late to start the game will result in a forfeit unless that team was completing a game directly beforehand and delayed. If a team for some reason, injury or unforeseen circumstance, is late but can start within 5 minutes, the game will still be valid. Teams could still start with 2 players if need be until help arrives. If the other team agrees in a special situation, another rostered player could sub/play. Our goal is to have a competitive basketball atmosphere for everyone.

THIS TOURNAMENT IS FOR YOUTH PLAYERS LOOKING TO HAVE FUN WHILE PLAYING COMPETITIVE BASKETBALL AND SHARPENING THEIR SKILLS FOR THE UPCOMING SEASON.

**Contact Tim with any questions at (608) 393-1904
or at theilman@barabooschools.net**

STAMP



410 Lincoln Ave
Baraboo WI 53913

BGBB/T. Heilman
410 Lincoln Ave
Baraboo WI 53913



BARABOO, WI
SATURDAY, OCTOBER 22, 2022

BOYS & GIRLS GRADES 3-8

JACK YOUNG MIDDLE SCHOOL 1531 DRAPER ST • BARABOO

THIS IS AN OPEN EVENT

Teams may combine players from different communities and/or AAU/Select teams.

Grade levels are also open to combine, but they must be within 1 year apart and you will be placed in the division with the oldest player on your roster.

CONCESSION STANDS WILL BE AVAILABLE

**Contact Tim with any questions at (608) 393-1904
or at theilman@barabooschools.net**

**Easily pay online at baraboogirlshoops.org
or mail this entry form with payment.**

**Make checks payable to: Baraboo Girls Basketball,
410 Lincoln Ave, Baraboo WI 53913**

**You can download forms, rules and other
necessary materials and information online.**

Team fees \$60. Registration ends 10/17/22

Space may be limited so register early.

What a great way to prep for the upcoming season!

CHOOSE YOUR DIVISION

☐ BOYS ☐ GIRLS
(Check One)

LEVEL

(2022-2023 School Year)

- ☐ 3rd Grade
☐ 4th Grade
☐ 5th Grade
☐ 6th Grade
☐ 7th Grade
☐ 8th Grade

PLEASE RATE YOUR TEAM:

- ☐ Average ☐ Good
☐ Excellent

TEAM NAME

(If no team name is given you will be
identified by the last name of your team captain)

TEAMS MUST CONSIST OF 3 OR 4 PLAYERS

PLAYER 1 (Team Captain)

Name _____

Grade _____

Phone # _____

Email _____

PLAYER 2

Name _____

Grade _____

Phone # _____

Email _____

PLAYER 3

Name _____

Grade _____

Phone # _____

Email _____

PLAYER 4

Name _____

Grade _____

Phone # _____

Email _____

TEAM FEES

\$60 PER TEAM

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Registration deadline: 10/17/22

**NO REFUNDS AFTER
SCHEDULE IS RELEASED**

Waiver Statement

I hereby waive, release and forever discharge Baraboo Girls Basketball Boosters, its workers and sponsors from any liability or claims arising from any loss, property damage or personal injury that may occur during the participation in this event. I certify that this participant is able to participate in all related activities. In case of an emergency, I grant permission for my child to be given emergency treatment on site and if needed at a local hospital.



Baraboo Battle
in the Bluffs
3on3 Basketball
Tourney



Baraboo
Girls
Hoops