

2012 Mound/Westonka Whitehawk Classic Basketball Tournament Rules & Regulations



Except where modified, National Federation of State High School Associations rules shall govern play.

1) Timing Factors:

Game Length: 5th and 6th Grade – Two 20 minute runtime halves. Clock will be stopped the last two minutes of each half and during timeouts.

7th and 8th Grade – Two 14 minute stop time halves.

Time Limit: 65 minutes from start to finish. If a game is in jeopardy of exceeding the time limit, the referees will finish the game on running time. Both coaches must be notified.

Half Time: 3 minutes

Time Outs: Each team is awarded three one-minute time outs per game, with one additional time out for each overtime period. Unused time outs do not carry over to the overtime period(s).

Overtime Period(s): The first overtime period will be two minute stop time. The second overtime period will be sudden death - first team who scores a point wins.

Warm-up Time: 3 minutes

Attendance: **Team line-ups must be logged into the official scorebook before the start of the game. A team not ready to play 5 minutes after the scheduled start time will forfeit.**

Running Time: If with 5 minutes or less left in the second half, a team is ahead by 20 points or more, the remainder of the game will be played under running time. Should the deficit be cut to 10 points or less, the game will resume to stop-time. After a timeout, the clock will start when the ball is touched by any player who is inbounds.

2) **The Mound team is considered the home team where applicable. If there is no Mound team then the home team is the team listed at the top of the bracket or first in pool play. The home team is responsible for providing an official scorer for the game.** The official scorer must sit at the scorer's table and must use the official score sheet provided for the game.

3) Teams must have five players to start a game. A five-minute grace period from the scheduled start time will be allowed before a forfeit is declared.

4) If a three-point line exists, it will be used in all grades.

5) Should teams have like jersey colors; the **home team** is responsible for providing and wearing scrimmage vests or alternate jerseys. **Always bring your extra set of jerseys.**

6) The roster limit is 15 players. (Awards-max 12 per team)

7) Unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated and will be penalized accordingly.

8) Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half. Technical foul (two shots) must be shot by a player on the offended team.

9) Defensive Restrictions

- Zone defense not allowed at the 5th level per tourney registration flyer. Man to man press is allowed at 5th
- All Defenses allowed at other levels
- A team may not full court press if they are ahead by 20 points or more at any time during the game.