

### **WYBT Invitational Rules:**

- 1. National High School Federation rules. Stop clock on all dead balls.**
- 2. There will be two 16 minute halves for all divisions.**
- 3. Three timeouts total per game, 2 full and 1 thirty second**
- 4. Halftime is 3 minutes**
- 5. Each player will be allowed a total of five (5) fouls before being disqualified.**
- 6. Overtime periods will be two (2) minutes in length. There will be 1 thirty-second timeout in overtime with no carryovers for each team. Each extra overtime period is 2 minutes with no timeouts allowed.**
- 7. Each side will have 2 warm up ball per team. Warm up balls will be at the scorers tables, please return all warm up balls there. They will be marked WYBT Warm up.**
- 8. For boys 9/10 & 11/12 division, the 28.5 ball will be used (or 29.5 for 11/12 if both teams want). All girls games are 28.5. 29.5 will be used for boys 13/14 and boys HS.**
- 9. First Aid items and ice bags will be at the concession.**
- 10. Seeding will be done by pool play record, difficulty of schedule, and point differentials per game. So all games count. All seeding will be decided by the sole discretion of the Tournament Director. Final outcome placement in the tournament is determined by all the games and scores.**
- 11. Teams listed on schedule on top are the away team (dark jerseys), and teams listed on the bottom are the Home Team (Light Jerseys).**
- 12. Everyone can enter free throw and three point contest. Prizes for 1 and 2<sup>nd</sup>, 4 Divisions are as follows: Boys ages 9/10 & 11/12, Girls 11/12 & 13/14, Boys 13/14 and Boys HS, Girls HS. Each player takes 5 shots no warm-up.**
- 13. Coaches 2 on 2 is with standard 2 on 2 rules, such as taking the ball back behind the 3 point line upon all changes of possession, call your own fouls, no debates about whether a foul called is valid, 1 point per basket, 2 points per 3 point basket, and each game is to 11 points, and make it take it. Games can be won by one point. Prizes awarded for 1st and 2nd Place.**
- 14. Hula Ball Competition. Each Team is competing for the fastest time. Each team chooses a total of 8 shooters and 2 rebounders, 4 shooters & 1 rebounder on the Makai Court and 4 shooters & 1 rebounder on the Mauka Court. Each side's respected rebounder is the only one that can rebound for them. Each shooter will be shooting at 4 basket stations: Right Elbow, Left Elbow, Free Throw, and Top of the Key. After 3 attempts, if the first shooter hasn't made the basket, their group's next shooter can start shooting at that station. After the shooter has completed the 4 stations or missed three attempts, the shooter can then proceed to put on the hula items at center court. Time will stop when all 8 shooters are lined up and start to hula.**