

Whitnall Youth Basketball Club Tournament Rules/Regulations

- W.I.A.A. rules govern play.
- Two (2) certified officials will be supplied for each game.
- Teams must furnish: One parent from each team to run the game clock and keep the official score, their own matching shirts with numbers, and their own first aid kit.
- A team must field five (5) registered players to participate in a game or will have to forfeit. A five (5) minute grace period will go into effect at the published start time before forfeiture.
- 2 – Eighteen (18) minute running clock halves. The clock will stop during team and referee timeouts and the last minute of the second half for any stoppage of play. The clock will continue to run during the last minute of the game if a team is leading by 15 or more points.
- Timeouts: 3 timeouts per team per game. Timeouts do not carry over from regulation to overtime but each team will be given one (1) timeout in overtime.
- Overtime winner will be determined by the first team to score.
- Bonus: 7th team foul (1 plus 1) and 10th team foul (2 free throws) of each half.
- Zone defenses are allowed in 6th-8th grade. Man-to-man defense is the only defense allowed for 5th grade.
- Pressing will be allowed: grades 6th-8th full game; grade 5 last two minutes of each half.
- Mercy rule: no press when winning by 15 or more points.
- Unruly crowd behavior will not be tolerated. Site supervisors and officials have the authority to remove a spectator from the premises. If the spectator refuses, the official has the authority to issue technical fouls or ultimately a forfeit to the spectator's team.
- Technical fouls will be an automatic two (2) points and possession of the ball for the opposing team.
- Coaching staff will not verbally engage the opponent coaching staff in an aggressive manner, or a technical foul will be assessed to the bench of the violating team.
- No protests allowed – Officials' decision is final.

