

2010 Wisconsin State Invitational Championship Tournament (“WSICT”)
Game Rules

- 1) **WIAA Rules.** Except as specified, or excepted below, WIAA game rules will be followed.
- 2) **Length of Game.** Each game will consist of four, seven-minute periods with clock stoppages for all time-outs, out of bounds plays, free throws and all other times a game clock is normally stopped under official basketball rules. The coach of the losing team has the prerogative of having a running clock in the fourth quarter, but only if his/her team is behind by more than 19 points going into the fourth quarter. (The losing team coach cannot be forced to have the clock run in these situations.) Where the losing team coach decides to run the clock, it will be run for the full fourth period, even if the losing team closes the margin to less than twenty points at some point during the fourth period. Where the running clock is used in the fourth period, the clock will be stopped only for time-outs taken by one of the teams, substitutions, an injury on the court or for any other reason that the referees decide to call an official’s time-out.
- 3) **Time-Outs.** Each team will get two full time-outs to be used any time during the first half of play; and three time-outs for use in the second half of play. Unused time-outs cannot be carried over from the first half to the second half or from the second half to the first overtime period. Each team receives one-time-out per overtime period.
- 4) **Time Between Periods.** There will be a one-minute break between each period, whether in regulation or in overtime. The one exception will be between the second and third periods, where there will be a five-minute (“halftime”) break.
- 5) **Overtime.** If a game is tied at the end of regulation, the teams will play one three-minute stop clock overtime (i.e. not running clock). During tournament pool play, during all consolation bracket games and during those championship bracket games where the winning team of the game in question is **not** still in the running to take 1st place in that division, if a game is still tied at the end of the first overtime, there will be a three-point sudden death overtime period, in which the first team to score three points, by whatever means, will win the game (the clock is turned off). However, in all championship bracket games where the winning team of the game in question is still in the running to take first place in that division, the teams will continue to play full overtime periods until the game is decided (pool games are not considered to be “championship bracket”). In championship bracket games, if after any given full overtime period, the competing coaches decide to use the three-point sudden death rule, they can do so, but only if both are in agreement prior to the start of a given overtime period. There will be a jump ball at the beginning of each overtime period.
- 6) **Game Time.** All games will start at their published time, unless the previous game is not completed on time. Where the tournament is running behind schedule, only 5 minutes of warm-up time will be allotted to the participants in the next game.
- 7) **Conduct.** Players, coaches, parents and others who use profanity; are demonstrative or loud in their criticism of the referees; taunt, use noisemakers, cowbells, whistles or laser lights to distract opposing players, particularly when shooting a free throw; or are in any way belligerent; will be dealt with aggressively. The referees will not confront a player, parent or other relevant party in the stands. A coach is responsible for the conduct of his/her team’s fans. The referee will identify for the coach the offending party and the nature of the offense. There will be one warning. If there is a second incident, a

technical foul will be called. If the conduct persists, the offending individual or individuals will be instructed by the relevant coach to leave the gym (i.e. go to the concession area, commons or leave the building entirely). That person will then be given two minutes to leave the gym; failure to do so will result in the team involved forfeiting the game. If a player, parent or coach is removed from a game by an official, the expulsion will be for that game only; unless the individual in question refuses to leave (resulting in his/her team's forfeit of that game) or physically confronts an official or opposing coach, player or fan, in which case the expulsion will be for the remainder of the tournament.

- 8) **Zones and Presses.** Full and half court zones and presses are permissible at all grade levels, including 6th and 5th grade boys and 6th and 5th grade girls. However, a team cannot press full court if up by 20 points or more; when up by more than 19, it can't begin defending before the half court line. During those times when a press cannot be used, players returning to their defensive positions at the other end of the court must not challenge the dribbler or attempt to intercept a direct pass; defenders can, however, pick up a loose ball or muffed pass.
- 9) **Coach's Box.** One coach at a time (not two or more) will be able to move about within the coach's box while the game is in progress to talk to players on the bench and provide brief instruction to players on the court. For purposes of this paragraph, "brief" shall mean running time of not more than 60 seconds per incident and amassed time not exceeding twenty (20) per cent of game time. Referees will use their best subjective judgment to determine if a coach is exceeding either time limit. The coach's box shall consist of that portion of the out of bounds side court running from the scorer's table or the end of the bench where the coach usually sits, to five feet past the player seated farthest from the scorer's table or the end of the bench where the coach usually sits. The coach may not stand when the opposing team is in the process of in-bounding the ball within ten feet of any portion of the coach's bench. A coach violating any aspect of the rule in this paragraph will first be provided a warning and, if a second warning is necessary, will be assessed a technical foul.
- 10) **Practice and Game Balls.** Each team is responsible for bringing its own warm-up balls. Warm-up balls will not be provided by tournament organizers. An official-sized women's (28.5") ball will be used at all of the girls tournaments (5th, 6th, 7th and 8th), as well as at the 5th and 6th grade boys tournament. An official-sized men's (30.0") ball will be used at the 7th and 8th grade boys tournaments. Game balls will be provided by the tournament host.
- 11) **Jerseys.** It is permissible (although not recommended) to use jerseys with numbers only on the back of the jersey, but without a number on the front. It is also permissible to have a number on a jersey with a digit greater than 5. It is not permissible to have more than one player wear the same jersey number. A player not listed in the official tournament program roster can play in the tournament.

Teams that wear jerseys which are not reversible must bring to the tournament an alternate numbered jersey, T-shirt or a transparent mesh vest of a different color that allows the referee to see the number of each player. Where both teams want to wear the same color in a given game, the referees will conduct a coin flip as far in advance of tip off as possible. If the team losing the coin flip does not have an alternate jersey with them, but the team that won the coin flip does, the latter team will be required to put on their alternate jersey, with the team that lost the flip assessed a bench technical. The team that switches jerseys then will start the game by shooting two free throws and getting the ball out of bounds (i.e. there will be no opening game tip-off).