

2010
Mound Westonka
Basketball Tournament
Rules and Regulations



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

1) **Timing Factors:**

- Game Length:** Two 14-minute stop time halves
- Time Limit:** 70 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:** A minimum of three minutes and a maximum of five 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 (if necessary) will be sudden death - first team who scores a point wins.
- Warm-up Time:** A minimum of three minutes will be allowed for warming up.
- Running Time:** If at any time 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 home team is determined by a coin toss at the beginning of each game. 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.
- 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
- 4th grade teams may not play zone or full court defense. Pick up person-to-person at half court.
 - A team may not full court press if they are ahead by 20 points or more at any time during the game.