



2019 RULES AND REGULATIONS

GENERAL: All games will be played under the current FIBA rule system, except where noted. The roster you submitted online is your official roster. No additions will be allowed after the start of the first game.

GAME FORMAT: All games will have two 18-min, stopped time halves. If a team leads by more than 20 points in the last 9 minutes of the second half, the clock will run until the deficit becomes less than 20 points. Each game will have a minimum of 5-min for warm-up and 3-min for halftime.

TIMEOUTS: Each team will have two 60-sec timeouts per half. Unused timeouts will not carry-over to the second half or overtime.

SHOT CLOCK: There will be a 24-sec shot clock for 18U and 16U, and a 30-sec shot clock for 14U. Consistent with FIBA, MHSAA and Peg City rules, there will be a 14-sec reset in the front court.

DEFENSE: For 16U and 18U, all defenses are allowed. For 14U, the following rules will be observed to be consistent with the Manitoba Club Provincials:

- No zone press (full court man-to-man only).
- Help or double-team defense on the ball permitted anywhere on the court.
- No press allowed if the point differential is greater than 20 points.

FOULS: A player fouls out at 5 fouls. Free throws are awarded on and after the 7th team foul of the half (1 & 1). On and after the 11th team foul of the half, 2 free throws will be awarded.

OVERTIME:

- 1st Overtime – 2 minutes stopped time. One 60-sec timeout each team.
- 2nd Overtime – 1 minute, stopped time. One 60-sec timeout each team.
- 3rd Overtime – Winner will be the first team to score two points.

POOL PLAY TIEBREAKERS: Teams' records will determine pool standings. With tied records, standings will be determined as follows:

- 1st Tiebreaker – If 2 teams are tied and they played each other, the head to head victor will finish ahead in pool play. If the tied teams have not all played head to head, this tiebreaker will be ignored.
- 2nd Tiebreaker – high points differential (15 points per game cap).
- 3rd Tiebreaker – high points scored.
- 4th Tiebreaker – low points against.
- 5th Tiebreaker – coin flip.

HOME AND AWAY TEAMS: HOME team is listed on the TOP on Tourney Machine and will wear LIGHT jerseys. AWAY team is listed on the BOTTOM and will wear DARK jerseys.

OFFICIAL GAME BALL: The game basketball size will be 28.5 for all divisions. Teams will provide their own warm-up balls. Game balls will be selected by the officials from the home or visiting team.

FORFEIT RULE: A team must have 4 players to start a game. Referees will not rule on a forfeit without consulting a tournament director. There will be a 5-min grace period to reach 4 players. After the grace period a win by default will be awarded.

PLAYER, COACH AND FAN CONDUCT: There is a zero tolerance policy in effect for physical and verbal mistreatment of officials, and for violence of any kind. These behaviours will result in expulsion from the tournament facilities for the duration of the Wolves Spring Challenge. In addition, any player or coach with 2 direct technical fouls will not be allowed to continue in the tournament. Unruly spectators will receive a warning, followed by a bench technical, then ejection.

CONTACT INFORMATION: Leading up to the event, questions should be sent to wolvesgirls16u@shaw.ca. During the tournament, text Chris Anderson at 204-899-3421.