

## Wayzata Girls Basketball Association Classic Tournament Rules

1. **Home/Away** – Wayzata teams are always the home team and wear dark jerseys. In all other cases the home team is listed at the top of the bracket (or higher in the pool list for pool play), and has its choice of jersey colors. **The designated home team must provide one parent or other designee to keep the official scorebook. The designated away team must provide one parent or other designee to run the clock.**
2. **Game Start** - A team must have 5 players on the floor to start a game. A team not ready to play 5 minutes after the scheduled starting time will forfeit. At least 5 minutes (3 if behind schedule) will be allowed for warm-up. Team line-ups must be logged in the official score book 3 minutes before the start of the game.
3. **Time Clock**  
4<sup>th</sup> grade: two 20-minute running halves until the clock reaches 2 minutes left in each half. At that time, stop-time kicks in. 5-minute break at half-time (3 minutes, if behind schedule).  
All other grades: two 14-minute stop-time halves. 5-minute break at half-time (3, if behind).  
Running time will be used if a team is leading by 20 points or more in the final 7 minutes of the second half. If the lead drops below 15 points, stop-time will be reinstated.  
During running time the clock will be stopped for time-outs and injuries.
4. **Time Outs** – Each team is allowed 3 one-minute time-outs per game. 1 additional time-out per overtime period, except in sudden victory overtimes. Unused time-outs will not carry over.
5. **4<sup>th</sup> Grade Only**  
Youth (27.5 in) basketballs will be used.  
No full-court press of any kind or zone defense. Person-to-person defense only. Help side defense is allowed on screens or when a player with the ball is in the lane. The goal is to avoid double-teaming outside of the lane or zone defense.  
**ONE WARNING; SUBSEQUENT VIOLATIONS RESULT IN A TECHNICAL FOUL.**  
Free throws are shot from the regulation line. Shooters must commence shooting behind the line. Forward momentum may carry them past the free throw line. There is no violation unless they *start* over the line.
6. **5<sup>th</sup> Grade Only**  
No zone defense. Person-to-person defense only. Full-court press is permitted, but only person-to-person.  
A team leading by 20 or more points may not use a full court press.  
**ONE WARNING; SUBSEQUENT VIOLATIONS RESULT IN A TECHNICAL FOUL.**
7. **Grades 6-8** – All defenses are allowed, except that a team leading by 20 or more points may not use a full court press.  
**ONE WARNING; SUBSEQUENT VIOLATIONS RESULT IN A TECHNICAL FOUL.**

8. **Overtime** – There will be a 2-minute break before each overtime period. The first overtime period will be 2 minutes. If the game is still tied, there will be a second overtime with the first team to score being declared the winner (sudden victory). One time-out is allowed during each of the two-minute overtimes. There will be no time-outs during the sudden victory overtime.
9. 3-point field goals will be allowed.

**10. Team Conduct –**

Coaches are responsible for their own conduct, as well as the conduct of their players and spectators. Inappropriate or abusive conduct will not be tolerated. Referees will have the authority to call a forfeit if necessary. Tournament Directors, the WGBA President and Site Coordinators are also authorized to request that individuals leave tournament facilities or refuse admission to individuals at their discretion.

Any coach, player or spectator who is ejected must also sit out the next game.

Flagrant-intentional and technical fouls will not be shot, and instead will result in an automatic 2 points plus the ball for the opposing team.

A player or coach receiving 2 technical fouls in a game will be ejected for the game and must also sit out the next game.

**11. All calls made by officials are final. NO PROTESTS.**

12. **Tie-Breaker Rules** – Tie-breakers are calculated through Tourney Machine. Within pools, if 2 teams have the same record, head-to-head determines the winner/higher seed. If 3 teams are tied, the following tie-breaker rules apply:

- Point differential with a max of 15 points in one game.
- Points allowed.
- Points scored.
- If two teams are still tied, head-to-head.

13. Minnesota State High School League Rules will govern in all other situations.