



# **RONALD MCDONALD HOUSE CHARITY** **TOURNAMENT 2018 - RULES & INFORMATION**

## **Location:**

Games will be played at Sports Enhancement Academy Facility – Inside the Stoughton Wellness & Athletic Center.

SEA-Stoughton  
2300 Hwy 51-138  
Stoughton, WI 53589

## **Playing Times:**

All games will be 16-minute halves. The clock will stop the last 2 minutes of each half. If the lead reaches 20 or more in the second half, the clock will continue to run even on free-throw situations.

## **Overtimes:**

First Overtime: 2 minutes and the clock will stop the last minute– Second Overtime: - First team to score one or more points by any means.

## **Rosters:**

Players may not be added during the tournament. **Please indicate all players on your team on the score sheet for your first game.**

## **Timeouts:**

1-Full timeout per half. This timeout does not carry over if it is not used. 2-30 second timeout, which can be used in either half. Teams receive one full timeout in overtime. Timeouts may not be carried over to overtimes.

## **Halftime & Warm Ups:**

Warm ups will be 5 minutes unless we are running behind schedule. All games will get at least 3 minutes. **Halftime will be 2 minutes. If games are behind, halftimes can go as low as 1 minute.**

## **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.

## **Pressing:**

Full court press will be allowed only in the final 2 minutes before half and the final 2 minutes of the game, for 3<sup>rd</sup> and 4<sup>th</sup> grade boys and girls. Full court press is allowed at any time during the game for 5<sup>th</sup> and 6<sup>th</sup> grade boys and girls. No pressing when up by 20 points or more.

## **Defense:**

Zone defense of any kind will NOT be allowed at 3<sup>rd</sup> or 4<sup>th</sup> grade boys or girls.

## **Game time:**

Be on time. There is no grace period. If you are late, it counts as a forfeit. Two forfeits and your team will be removed from the tournament and barred from future events. **Games may start up to 10 minutes early if we are ahead of schedule.** Teams must be ready for warm ups at least 15 minutes prior to your game time. If both coaches agree, games can start earlier than 15 minutes.

## **Basketball size:**

3<sup>rd</sup> – 6<sup>th</sup> grade boys will use the 28.5 intermediate basketball. Each **team is responsible for its own warm-up and game balls.**

**Bench personnel:**

A team may have four non-players (coaches, ball boy, scorekeeper, etc.) on its bench. **Two coaches will be allowed in without paying admission.** Wristbands will be given when the coaches check in. Players do not pay admission. Only eligible players may wear uniforms and be seated on the bench. **At least one person age 18 or older must be on the bench at all times.** If as the result of removal, illness, etc., no roster member of the minimum age of 18 is available, the tournament shall select a person of suitable age to supervise the bench.

**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.

**\*Each team must provide a scorekeeper or a timer for each game.\***

**Technical fouls:**

Technical fouls will not be shot. The team not assessed the technical foul will receive two points and the ball.

Two technical fouls during a game on any player, coach, or team representative will result in their disqualification from the game. Three technical fouls during the tournament will result in their disqualification from the rest of the event.

**Tie-breaker formula (pool play):**

1. Head to Head
2. Scoring differential (max of 15pts.) – if there is a forfeit the score is 2-0.
- 3a. If only 2 teams are still tied, we will go back to #1 (Head to Head).
- 3b. If 3 teams are still tied we will go to defensive points allowed.
4. Coin Flip

**Admission charges:**

Admission = \$6.00  
Student & Senior = \$5.00  
(5 & under free)

(2) Wristbands will be given to each team, for Coaches.

**Carry-Ins:**

Sports Enhancement has a great concessions stand with food & beverages. Please do not bring in carry-ins. Reusable water-bottle is fine.

**SPORTS ENHANCEMENT ACADEMY DOES NOT HAVE A TRAINER ON STAFF. PLAY AT YOUR OWN RISK.**

