



# PLAYING RULES BADGERLAND STATE BASKETBALL CHAMPIONSHIPS



WIAA rules will apply to the WSS Badgerland State Basketball Championships, with the following modifications. The home team will provide the official scorer and the visiting team will provide the official timer/scoreboard operator. The official scorer & timer **must** sit at the scorer's table and the scorer is responsible for filling out the official WSS score sheet. **A coin flip will determine home team.**  
**\*\*\*Note: All officials rulings are considered final.\*\*\***

## 1. Timing Factors

- a. All games will consist of two stop clock 14-minute halves.
- b. Halftime will be three minutes. **NOTE:** The Tournament Director or Officials have the authority to adjust the length of the halftime if necessary.
- c. Timeouts are limited to three 60-second timeouts per game during regulation. Regulation timeouts will not carry over to overtime.
- d. The overtime period(s) will be a stop clocked two-minute period. There will be a 60-second intermission between overtime periods. Each team will be awarded one timeout for each overtime period, regulation timeouts will not carry over to overtime.  
**\*NOTE: The overtime period (s) are to be played to completion, i.e. not sudden-death periods.**
- e. **GRACE PERIOD:** Each team will be given a 10-minute grace period for their **first** game of the tournament. After a team's first game, game time will be forfeit time.

## 2. Equipment

- a. Game balls for 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> grade boys' tournaments and all girls' tournaments will be the 28.5 size basketball. Game balls for boys' 7<sup>th</sup> & 8<sup>th</sup> grade tournaments will be the full size basketball. Game balls are to be provided by the teams.
- b. **UNIFORMS:** Jersey tops must be of identical color and it is recommended they be numbered on the front **and** back. Jersey numbers 00-99 are legal, however the following numbers are recommended for usage by the WSS: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54 and 55. A team may **not** have both numbers 0 and 00. Teams are encouraged to bring two sets of jerseys, if available. The **home** team (as determined by a coin flip) is awarded their choice of which color uniforms they will wear. The penalty for illegal numbers is one technical foul per infraction if discovered prior to the initial jump ball.
- c. Teams are responsible for providing their own first aid supplies.
- d. All jewelry must be removed **prior to** stepping onto the court. Players are **not** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

## 3. Playing Rules

- a. **Technical, Intentional and Flagrant fouls will award two points and the ball.**
- b. Teams may **not** use a full-court press if they are ahead of their opponent by 20 or more points. The penalty for each violation of this rule will be a technical foul. This rule applies to all 4<sup>th</sup>-8<sup>th</sup> grade divisions.
  1. All 4<sup>th</sup> Grade Divisions **WILL NOT** allow pressing until the final minute of the game in which **ONLY** person-to-person pressing is allowed. The penalty for the first violation is a warning, any subsequent violation of this rule will be a technical foul.
  2. All 4<sup>th</sup> Grade Divisions **WILL NOT** allow zone defense and must play person-to-person. The first violation is a warning, any subsequent violation of this rule will be a technical foul.
- c. With seven minutes remaining in the second half, if a team is ahead by 15 points or more, the remainder of the game will be played under running time. After a timeout, the clock will start when the ball is touched by any player inbounds. Should the deficit be cut to 10 points or less, the game will resume to stop-time.
- d. Only the Head Coach is allowed to stand in the coaching box. 1<sup>st</sup> offense = warning, 2<sup>nd</sup> offense = Technical foul.

- e. **EJECTION POLICY:** Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest **AND** the next scheduled contest. Any player, coach or spectator ejected for **Flagrant Unsportsmanlike Conduct** will be ejected for the remainder of the competition and may be subject to additional disciplinary action(s). Some examples of “flagrant unsportsmanlike conduct” include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc. The Protest Committee may review the disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. Furthermore, any person ejected from a contest must leave the vicinity (**out of sight and sound**) of the playing area immediately and is prohibited from any further contact (**direct or indirect**) with the team until such time that the suspension has been lifted. Failure to comply with the rules of ejection may result in **game forfeiture**.
- f. The three-point shot is in effect for all levels of play.