

# 2026 WISCONSIN ELITE SHOOTOUT RULES

## GAME ORGANIZATION

1. Teams will need to bring their own basketballs. Game ball **will not** be provided by the tournament.
2. Home team listed on the schedule (or higher seed) shall wear dark colored jerseys.
3. Each team must supply either an adult clock operator or an adult official scorekeeper for each game. Please have this person ready to go prior to your scheduled game time. Each team will be provided one scorekeeper wristband.
4. Each team can have only one coach that is designated to stand during play. All other bench personnel shall remain seated.
5. Players may play on more than one team, but not within the same division. Players shall not play down in age but may play up.
6. No pressing if a team is up by more than 20 points. **No pressing, until the last 1:00 of the game for the 4th/5th grade level.**
7. With the exception of these rules, all other WIAA high school rules will apply.
8. All referee's or tournament director's decisions are final.
9. We do not have an athletic trainer at this event, so please plan accordingly.
10. Please no carry-ins!

## TIMING

11. Warm-up time will be set so that the next game starts at the posted time, with a 3:00 minimum warm-up.
12. Each team gets two 30-second time-outs per game.
13. Games will consist of two 20-minute halves. The clock will run continuously until the last 1:00 of each half. If a team is ahead by more than 20+ points in the last 1:00 of the game, the clock shall run continuously until the end.
14. Half-time will be 3:00 in length.

## OVERTIME

15. OVERTIME at every age level is SUDDEN DEATH, 1st point of any kind wins!!
16. No Timeouts for overtime.

## FOULS

17. Individual players will be disqualified on their 5th foul of the game.
18. Technical fouls will result in two points, plus the ball out of bounds.

19. Players may step into the lane during free throws, on the release and shall start above the block.

20. Bonus will be on the 7th foul of the half. Double-bonus will be on the 10th foul of the half.

**SEEDING (FOR APPLICABLE AGE DIVISIONS)**

21. In pool play games, each team may have a maximum of a +/- 15 points (differential) for each game. This will be used in tie-breaking situations.

22. Criteria for seeding, following pool play, will be prioritized in this order:

1. Overall record
2. Head-to-head result (if tie is only between two teams)
3. Total point differential
4. Coin toss

\*\*If three teams (or more) are tied with the same overall record, head-to-head will be used to determine the highest seed, and then point differential will be used to determine the remaining two teams.