

CBC DECEMBER 2011 TOURNAMENT RULES

Absolutely NO sports drinks, soda or food in the gym--this will be strictly enforced! Only water and popcorn can be brought into the gym.

- Games will consist of two 20-minute halves with a continuous clock.
- The clock will stop for time outs. The clock will also stop on whistles in the last 1 minute of each half, unless one team is winning by 15 or more points.
- There will be 5-minute warm-ups between games, if time permits.
- One-and-one bonus will be shot at the 7th team foul in each half. We will shoot the Double Bonus on the 10th team foul, and we will shoot two shots for all shooting fouls.
- Full court pressing is permitted at 6th, 7th and 8th grade levels at all times unless you are up by 15 points or more. **5th grade can full court press only in the final 2 minutes of each half, UNLESS A TEAM IS UP 15 POINTS OR MORE .**
- Zones are allowed at all grades.
- 5th & 6th grade boys will use 28.5 in. ball.
- There will be 3 full time outs per game.
- Overtime will be 3-minute overtime (if needed) with clock stopping last two minutes. One additional timeout is rewarded per overtime. Jump ball at beginning of game and first overtime. All others will be alternating possessions.
- A technical foul is an automatic 2 points and the ball for the other team. Technical fouls on players count as personal fouls.
- Two technical fouls by the same person, results in an automatic ejection from the game and **SUBSEQUENT GAME, AND THE PERSON WILL BE REQUIRED TO LEAVE THE PREMISES.**
- All other rules will follow WIAA guidelines.
- Referees have the final say in all games.
- We attempt to have high-school kids work the scorebook and clock when possible, but if necessary, each team should be prepared to supply one parent to assist with these duties.

For 6th Grade 12 Team Pool Play

Only the Two teams that make it to the Championship game will end up playing a 4th game

The standings for a single 3 team pool will be determined by:

1. Best Won / Lost record.

2. Rules for a three (3) team tie breaker (Only to be used in the event all 3 teams finish with records of 1 win and 1 loss (1-1))

a) Tiebreaker #1 - Point Differential: Difference between winner and loser score. There will be a maximum value of +/- 20 in any single game, regardless of the final score.

b) Tiebreaker #2 - If two teams have the same point differential: In the event that point differential does not settle the tiebreaker, and two teams are still tied, the head-to-head result between remaining teams will determine the higher seeding.

c) Tiebreaker #3- If three teams have the same point differential: Total points scored in the two pool play games will be the 3rd tiebreaker.

*If this does not resolve the ties, a coin flip will be used to determine final seeding for Sunday's play.