



## **WILLIE MAC BASKETBALL TOURNAMENT**

### **RULES OF PLAY**

#### **4<sup>th</sup> – 9<sup>th</sup> GRADE BOYS & GIRLS**

**South Dakota Interscholastic Basketball Rules will govern all play with the exception of these special rules.**

#### **General**

- Willie Mac is no tolerance. Any harassment will result in ejection and forfeiture of that game. Only coaches may talk to officials.
- No player may play on more than one team – must be listed on one roster only.
- Women's sized basketball will be used for all games for both boys & girls in 4<sup>th</sup> - 8<sup>th</sup> grades and 9<sup>th</sup> girls. Men's sized basketball will be used for 9<sup>th</sup> grade boys. Teams will bring their own balls for warm-ups and referee will choose a ball from one of the teams to use during the game.
- Proper sportsmanship is expected from all players, coaches and fans.
- After the 1st jump-ball, possession will alternate.
- No jewelry shall be worn on the head or neck.

#### **Timing & Timeouts**

- A 5-minute warm-up will be allotted before each game (more if time permits).
- 4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> grade will have 20-minute halves with running clock. The clock will stop in the last two minutes of each half.
- 7<sup>th</sup>-9<sup>th</sup> grade will have two 14-minute halves. The clock will stop on ALL whistles.
- All grades will have a running clock after a 25-point lead. It will remain a running clock until the margin gets below 15.
- 5-minute half time will be allotted between the two halves.
- 1st overtime is 2 minutes and the clock stops on all whistles. 2nd overtime is sudden victory. Each overtime will start with jump ball at center court.
- Three 1-minute time-outs per game (teams receive one additional time-out for each overtime period).

#### **Scoring**

- 3-point shots will be scored in gyms with the arc on the floor.
- If a game is forfeited, the score will be recorded as 50-0.
- If a team delays the start of a game by not being ready to play by the scheduled start, the clock will be started on time and the present team gets 2 points for every minute the other team is late.

#### **Defense**

- 4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> grade is only allowed man-to-man defense. No full court defense except in the last 2 minutes of the game, up to a 15-point lead.
- Zone defense is allowed for 7<sup>th</sup>-9<sup>th</sup> grade.
- Full court defense is allowed for 7<sup>th</sup>-9<sup>th</sup> grade, up to a 15-point lead.

#### **Fouls**

- 1 and 1 bonus will be shot on the 7<sup>th</sup> team foul. Double bonus on 10<sup>th</sup> team foul.
- Technical fouls will result in 2 points and the ball. Players/coaches will be asked to leave the premises after a 2nd technical foul for unsportsmanlike conduct.

**Coaches:** Any damage caused by your team or fans will be billed to you as the responsible coach. Anyone acting in an unsportsmanlike manner will be asked to leave and may result in team forfeiture from the tournament

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