



The Gateway To Greatness Tournament (Boys and Girls) Rules
A Division
B Division

WIAA certified officials will be employed and NFHS rules will be in effect unless noted below.

Game Organization:

1. Teams will need to bring their own basketballs for warmups. Game balls will be selected by the teams playing.
2. Home Team is listed 2nd in pool play or on the bottom of the bracket and wears light colored jerseys. Officials can change this at anytime based on uniform colors.
3. No more than 2 coaches will be allowed on the bench and a max of 12 players per roster.
 - a. Coaches sitting on the bench must have a coaching wristband on at all times!
 - b. Each team will receive 2 Coaching Wristbands and 1 Scoreboard Wristband. These must be worn throughout the tournament.
4. Each team must supply an ADULT (18 Years of Age or Older) to run the game clock or official score sheet. Please have this scorekeeper organized prior to your first game time.
5. Each team will designate ONE Head Coach. This is the only coach that will be allowed to stand during the game. All other coaches must remain seated. Officials have the right to remove your coaching box privileges at any time for unsportsmanlike behavior.

6. Players must play at that grade level. Players can elect to play up a grade level, but they can only play on ONE team during this event.
7. Any Coach, Player, or Fan given a technical foul will result in 2 Points and Possession of the basketball for the other team.
8. No pressing, zones, or trapping will be allowed if a team is ahead by 20 points or more.
9. A team will forfeit a game if they're not on the floor and ready to play at the scheduled start time.
10. Tie Breakers:
 - a. Head to Head
 - b. Point Differential (+/- 15 Max)
 - c. Points Scored
 - d. Points Given Up
11. All referee or tournament director decisions are final.
12. No carry-in items will be allowed. There will be a concession stand available at each site location.
13. Spectators are not allowed to enter the game floor at any time! If this occurs that spectator will be removed for the remainder of the tournament.
14. All athletes must sign an online waiver prior to their first game.
15. Coaches are responsible for submitting an accurate roster with full names and numbers. Coaches must edit this sheet prior to the start of the tournament.
16. PLEASE CLEAN UP YOUR BENCH AFTER YOUR GAME
17. Teams must clear their bench area immediately after the game. Post game talks need to happen in the commons area.
18. Fan Admissions- All fans entering the tournament will be required to an admission fee
 - a. Adults- \$8.00
 - b. Youth/Seniors- \$4.00

Sportsmanship Clause: This experience is about the athletes, not the spectators or coaches. Let's do our best to create a fun and welcoming experience for all attendees. No foul language or behavior will be welcomed. Tournament directors have the right to remove any individual from facility grounds and will bring in proper legal action when necessary. No protest will be honored at this event.

Game Play Rules:

Warm Up: 3 Minutes Per Warm Up

Game Clock: (Two) 20 Minute Running Clock Halfs

- 1st Half- Clock will stop for the last minute
- 2nd Half- Clock will stop for the last Two Minutes
- Running clock in 2nd half if a team is up by 20 + Points
 - If a team is trailing by 20+ points in the second half, they must cut the lead to 10 points in order to force a stop clock.

Timeouts: 2 Full Timeouts and 2 30 Second Timeouts will be given.

- One Full Timeout will be a use it or lose it first half timeout

Overtime: Teams will play to 4 points. The first team to score 4 points will be the winner.

Fouls: Five (5) Personal fouls per player

- 1 and 1 Bonus Free Throw on the 7th Team Foul in a half
- Double Bonus Free Throws on the 10th Team Foul in a half
- Team Fouls DO NOT reset in overtime

Technicals: 2 Points and Possession of the ball for the other team. Player technical fouls will count as a personal foul against them. Any Player or Coach receiving 2 Technical Fouls will be ejected from the game. This player or coach will need to meet with the tournament director prior to being allowed back for the next game.

Free Throws: The ball must be released from the shooter's hand prior to players stepping into the paint.

- 3rd/4th Grade- Can jump past the line on their free throw attempt.
- 5th-8th Grade- Can not cross the free throw line until the ball touches the rim

Defensive Restrictions By Grade:

- 3rd/4th Grade- No Full Court Pressing Allowed, No Zone Defense Allowed, No Traps Allowed
- 5th/6th Grade- Only Full Court Man to Man Pressing is allowed. No Zones will be allowed at any point. Trapping is allowed in a man to man setting. Officials and Tournament Directors have final judgment if your team is playing "Zone"
- 7th/8th Grade- ANY Defense is allowed.

ANY FULL COURT PRESS OR HALF COURT ZONE MUST BE REMOVED IF YOUR TEAM IS UP BY 20 Points

Game Ball: Game Balls will be selected from teams. No warm up balls will be provided:

- 3rd-6th Grade Boys + ALI Girls Teams- 28.5 Ball Size
- 7th-8th Grade- 29.5 Ball Size
- Remind athletes to not leave any basketball out during game play. Please place your ball in your backpack
- No dribbling in the commons area!
- Only teams playing will be allowed on the court during game play. Please do not shoot during timeouts or half time.

Questions: Please email cbanorthwi@gmail.com for any questions on the tournament.
Good luck to your teams!