



2024 Brookfield Central Jr. Lancers Winter Hoops Classic Tournament Rules

Brookfield Central High School - 16900 Gebhardt Road Brookfield, WI

GENERAL:

- All WIAA rules will be followed with modifications below.
- WIAA officials will be refereeing each game.
- Referee decisions are final; No protests permitted.
- Brookfield Central volunteers will staff the scoreboard
- Players must be listed on the official published tournament roster that was submitted to tournament director
- Home Team: Team listed second or on the bottom is the home team and wears white/light color
- Free Admission for 2 coaches per team
- School Feeder teams only; No AAU teams or independent teams
- No Basketballs in the Hallway.
- Awards 1st and 2nd Place Winners (12 max per team)
- Concessions offered; no carry-in food or beverages permitted.

GAMES:

- 5-minute pre-game warm-up for a team's first game (may be shortened at game official's discretion)
- 3- minute pre-game warm-up for all subsequent games
 - Teams will supply own balls for warm-ups
 - We ask coaches to maintain control of their basketballs between their own games
- Tip-Off – 10 minute grace period before referee declares a forfeit
- "A" Division - 6th-8th Grade - 20 min running clock; clock will stop the last minute of the first half and last 4 minutes of the second half if the margin of score is 8 or less points; if the margin of score is more than 8 but less than 20 points clock will stop at 2 minutes; Clock will run if team has 20 point or more lead.
- "B" Division 5th-6th Grade - 20 min running clock; clock will stop the last minute of the first half and last 2 minutes of the second half unless the lead is greater than 15 in the second half
- 3-minute halftime.
- Three Full Timeouts (1 Minute) per game; no carry-overs into overtime.
- 6th-8th Grade – No restrictions on pressing or half-court defense except no press if leading by 20 or more points
- 5th grade teams MUST play man-to-man defense with reasonable help defense allowed (ball in the post, dribble help and recover, etc.); switching is permitted. Pressing is permitted the last minute of the first half and last 2 minutes of the game, in overtime, and if behind by 15 or more points (man to man with trapping – no zone presses)
- 6th-8th Grade - Free Throw Shooting players may NOT step over the line prior to ball contacting rim.
- 5th grade free throw line will be 13 ft. or player is allowed to jump over the line; shooter can't be the first one to touch the ball
- Bonus on 7th Team Foul; Double Bonus on 10th Team Foul

OVERTIME:

- Initial period is 2 minutes; clock stops last 30 seconds
- If tied after initial overtime period, another jump ball will be conducted and the first team to score wins
- Each team will be allowed 1-30 sec timeout during each overtime period

POOL PLAY TIE BREAKER:

- 1) Win/loss record, 2) head-to-head play [if applicable] 3) point differential, 4) Points allowed, 5) coin flip.

COACH, PLAYER, SPECTATOR CONDUCT:

- The seat belt rule will be implemented at the discretion of the game officials; head coach is permitted to stand.
- Technical fouls and flagrant fouls will result in 2 points and possession of the ball
- Coaches receiving 2 technical fouls during the tournament will be asked to leave the facility immediately
- Players receiving two technical fouls will be ejected from that game and must sit out the next game
- Any unruly spectator (determined by referees or tournament director) may be asked to leave the facility immediately and is ineligible to attend any remaining games