

# RULES AND REGULATIONS

## WIRSA STATE BASKETBALL

LAST UPDATED: DECEMBER 2019



### GENERAL REGULATIONS:

- Each participant must present a valid ID from the institution they are representing to the scorekeepers at the table prior to each contest. No other form of ID will be accepted.
- All team members must be enrolled students, faculty, or staff at the institution they are representing.
- Members of the 2019-20 varsity basketball team at those institutions may not participate in the tournament.
- All participants must be on the team roster prior to the start of the tournament.
- Each participant must wear appropriate apparel and athletic footwear.
- An athletic trainer is available during the tournament. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
- All visible jewelry, watches, fitness trackers, and bracelets must be removed prior to participation.
- Game balls (Spalding TF-1000) will be provided for each contest.
- No dunking during warm-ups or between contest. Any player hanging on the rim or nets during the contest may be assessed a technical foul. Players may only hang on rim to avoid injury after an attempted dunk.
- Teams must provide their own jerseys with legal, non-duplicated numbers visibly displayed on (at minimum) the back of the jersey. Jerseys may not have taped numbers as tape can fall off or be changed mid-game.
- Judgement calls by the officials are final. Other than the mentioned exceptions, WIAA rules will be followed.

### GAME SETUP:

- Three officials will work the contest and three scorekeepers will track the score, stats, and run the clock.
- Games will consist of 20 minutes halves with a five-minute halftime.
- The clock will only stop for timeouts, major injuries, and in the last two minutes of the second half.
  - *Exception: If a team is ahead by 15 or more points anytime during the last two minutes of the second half, the clock will continue to run without stopping until the point differential is below 15 points.*
- Each team will be allowed three timeouts of one minute per game.
- If the score is tied at the end of regulation, a one-minute intermission will be followed by a three-minute overtime period. The clock will run continuously except for the last minute.
- Teams will have one timeout of one minute. Timeouts do not carry over from previous periods.
- Play will continue as if it were a continuation of the second half.
- Overtimes will continue until a winner is declared.

### PARTICIPATION:

- Teams will play with five players.
- Teams may start a game with as few as four players.
- If a team is reduced to less than three players during the contest, a default loss will occur.

### FOULS:

- Any player charged with a fifth foul or a flagrant foul shall be disqualified from the game.
- Bonus free throws will be awarded on the 7<sup>th</sup> foul of the half.
- Double bonus free throws will be awarded on the 10<sup>th</sup> foul of the half.
- Two free throws will be attempted for intentional fouls, technical fouls, and flagrant fouls. The offered team gets possession of the ball after the free throws have been attempted.
- Technical fouls are cumulative throughout the tournament.
  - 1st technical foul: The player is warned, and the opponents are awarded three points and possession.
  - 2nd technical foul: The player is ejected from the contest, the opponents are awarded three points and possession, and must sit a minimum of two full halves before returning to the tournament.
  - 3rd technical foul: The player is suspended for the remainder of the tournament, the opponents are awarded three points and possession, and the Campus Recreation Professional at the player's institution will be notified of the actions.