

## **WOODINVILLE FALCON CLASSIC 2022 TOURNAMENT RULES**

*The Tournament Director or Gym Coordinator reserves the right to make any decision they feel is fair and appropriate should an issue arise not covered in the rules below.*

### **GAME TIME**

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- 1) 22-minute halves with running clock until last 2 minutes of second half only.  
**Note:** clock will stop the last 10 seconds of first half during free-throws.
- 2) Clock stops on all timeouts.

### **GAME RULES (High School federation rules, with the following exceptions)**

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#### **4<sup>th</sup> and 5<sup>th</sup> GRADE**

- 1) 4th and 5th grade teams use 28.5 size ball.
- 2) Defense – Eastside Travel League (ETL) rules will apply
- 3) Zone defense IS NOT allowed anywhere on the court.
  - a. A zone infraction can only be called if a defensive man is guarding an area -- not if the defensive man is attempting to guard his man or trap the ball within the 3-point arc.
  - b. In the backcourt players must guard a man and adhere to the six-foot rule. There are no traps or double teams.
- 4) Double teams are allowed only inside the 3-point arc. Once the ball is advanced inside the 3-point arc, any defensive player may double-team the ball.

#### **6<sup>th</sup> GRADE**

- 1) 6<sup>th</sup> grade teams will use 28.5 size ball

#### **MERCY RULES – apply when a team is ahead by 20 points or more**

- 1) No full court press by the team with the lead. At that point they must retreat to the midcourt line. Once the ball passes below that point, the defense may play anywhere in the half court
  - a) Teams may return to full court pressing once their lead drops to 15 or less.
- 2) The clock WILL NOT STOP in the last 2 minutes (other than for time outs)

#### **SHOT CLOCK**

- 1) There is no shot clock at any grade level

#### **ATTIRE**

- 1) Rules regarding consistency of colors of pads, compression shorts, etc. do not apply. Any number between 0-99 is a legal number. This does not supersede any rules that ensure equipment and uniforms are safe for play

#### **TIMEOUTS**

- 1) Each team allowed 3 one-minute timeouts per game (Only 2 carry over to 2nd half).
- 2) Timeouts do not carry over to overtime. Each team given one 30-sec timeout in first overtime.
- 3) No timeouts in the sudden death overtime.

## **Overtime**

- 1) Overtime period are started with a jump ball. First overtime is 2 minutes. Second overtime is sudden death.
- 2) If games are running behind schedule, overtime in games that do not determine seeding or advancement, overtime can be shortened to sudden death only or eliminated - ending the game in a tie.

## **TIP-OFF, WARM-UPS, AND HALF TIMES**

- 1) Games will not begin before the designated tip-off time. This is done as a courtesy to ensure that fans coming to watch the games will be able to enjoy the full game.
- 2) Referees, Gym Coordinator, or the Tournament Director may change length of warm-up and halftimes before or during any game at their discretion.
  - a) Pre-game warm-up is 3 minutes but may be longer if time permits.
  - b) Half-time break is up to 2 minutes' max

## **FOULS AND TECHNICAL FOULS**

- 1) Player disqualified on 5th personal foul.
- 2) One-and-one on the 7th team fouls each half.
- 3) Double bonus on the 10th team fouls each half.
- 4) Technical fouls will result in two points for other team, and loss of possession of ball.
- 5) Technical fouls count as team fouls and personal fouls. Flagrant fouls are same as technical fouls

## **SPORTSMANSHIP**

- 1) Any player or coach receiving two technical or flagrant fouls in the tournament will be removed from gym and will not be allowed to participate or re-enter gym for remainder of tournament.
- 2) Referee-officials, Tournament Director or Gym Coordinator may remove any player, coach, or fan whom they feel is demonstrating unsportsmanlike conduct.
- 3) Any fan asked to leave the gym will be banned for the entire tournament.
- 4) Anyone that causes the Gym Director or Tournament Director to call 911 to remove them will cause their program to be banned from all future tournaments.
- 5) There is no refund to anyone who is removed from the gym.

## **GAME JERSEYS**

- 1) HOME and VISITORS will be designated on the schedule. (In the app the HOME team is listed on the BOTTOM)
- 2) The HOME team will wear the LIGHTER colored jersey – preferably WHITE if available. In cases where jersey colors are determined to be too similar by the referees, the onus is on the HOME team to switch colors.

## **GAME DISPUTES**

- 1) Tournament Director or Gym Coordinator will settle all disputes at the time of the disputes.
- 2) There are no disputes on the individual calls of referees or their interpretation of the rules.

- 3) At the time the Tournament Director or Gym Coordinator is requested to resolve a dispute, a 5-minute clock will be maintained by the referee. If the Tournament Director or Gym Coordinator cannot be reached within 5 minutes, the ruling of the referees will stand.
- 4) Coaches will not be allowed to file protests.

#### **TIE BREAKERS**

- 1) Overall record in pool play.
- 2) Head-to-head game results.
- 3) Total points difference for each game played, with 20-point cap per game.
- 4) Least number of points scored against a team from total of all pool play games.
- 5) Results of forfeits determined by Tournament Director.

#### **PLAYERS**

- 1) A player may play up a grade but never down a grade level.
- 2) Players may only play on one team for the entire tournament.
- 3) The first game a player participates is determined to be the only team he may play for the duration of the tournament.
- 4) Failure to comply will result in game forfeits as determined by Director.
- 5) Should a player's age/grade be challenged, their Coach or Team Coordinator must provide at least two of the following: a) ASB card, b) birth certificate, c) AAU card.
- 6) Teams having players with multiple grades on their team must play at the highest grade level. (Example: if you have nine 6th graders and one 7th grader on team, you must play in the 7th grade division)

#### **INSURANCE & LIABILITY**

- 1) Teams are responsible for providing liability insurance for their participants
- 2) Each team and all players required to complete liability waiver form prior to first game.

#### **FORFEITS**

- 1) Any team scheduled to play a game that does not show up, automatically forfeits that game, and is required to pay \$200 (to cover cost of referees and gym rental).

#### **AWARDS**

- 1) Champion team from each grade level division will be awarded up to 12 t-shirts.

#### **CONTACT FOR MORE INFORMATION**

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