

NEENAH HOOPS CLUB

Play Hard

Play Smart

Play Together

2012 Neenah Hoops Club BOY'S BASKETBALL TOURNAMENT

OFFICIAL RULES AND REGULATIONS

* ONLY SCHOOL TEAMS ALLOWED

- * WIAA High School Rules are in effect, except for changes noted below.
- * No protests are allowed. Official's decision is final.
- * **5th and 6th grade is only allowed to play Man to Man Defense.**
- * **No press is allowed for 5th and 6th grade until last 2 minutes of the game.**
- * **7th and 8th grade is allowed to press and play zone during the entire game.**
- * **Games will be two 19 minute halves with running clock. Clock will stop last 2 minutes of each half.**
- * Each team will be granted **2 full time-outs per game**. Time outs will carry over into overtime.
- * Overtime period will be 3 minutes with one additional time-out per overtime.
- * Half-time period will be 5 minutes.
- * 5 minutes pre-game warm-up period or more if time allows. Games may start early if both teams are present and ready to begin play.
- * Please have your team in the gymnasium and ready to play at least 20 minutes before scheduled.
- * Each team must fill out a *Scorer's Sheet* with names and numbers before the game.
- * Bonus will be shot on the 7th team foul. Double Bonus on the 10th Team Foul
- * All technical fouls, flagrant fouls, and intentional fouls will be an automatic 2 points and possession of the ball. Two technical fouls in one game will result in an ejection. Coaches, players, and fans being assessed two technical fouls will be asked to leave the premises for the remainder of the weekend.
- * If a team is not on the playing floor within 5 minutes after the required start time, the game will automatically be declared a forfeit.
- * Teams will not be allowed to full-court press if they are ahead by 20 points or more.
- * All players must have jersey with player number on back. ALL NUMBERS ARE LEGAL.
- * Dunking is allowed during games only. Any shattered backboards are the liability of the player involved.
- * Any problems with behavior will be dealt with in the following manner:
 - a. Warning to player and/or coach
 - b. If the problem persists, then the player and/or coach will be ejected
 - c. Should this not be effective, the game will be declared a forfeit.

NOTE: Coach, you are responsible for your team's actions on and off the court. Any damage to facilities, locker rooms, bathrooms, etc., will result in automatic disqualification, financial responsibility, and possible legal action.

TIE BREAKING RULES

1. Head to head competition: Won/Loss
2. Point Differential in 3 games. (Maximum of a +15)
3. Free throw shooting: Select 5 players from your team. Each player shoots 2 free throws.

Tony White

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