



Tournament Rules

Washington State High School Federation rules with the following exceptions:

1. Teams are allotted 2 time-outs per half, no carry-over
2. Players can only play on 1 team in a division
3. 5 minute grace period will be given before a game is forfeited. The forfeit goes as a 15-0 win for tiebreakers
4. If two or more teams are tied in a pool, the Tie Breakers are:
 - a. 1st head to head
 - b. 2nd Point Differential between the 3 or more teams tied, up to a +15
5. Warm Up Time between games will be a minimum of 5 minutes
6. Games will be two 20-minute running clock halves. Clock will stop inside of two minutes both halves unless there is a 20-point lead.
7. 3rd, 4th, 5th, 6th Grades will use the 28.5 size ball, all other divisions will use a 29.5 size ball.
8. All Technical & Intentional fouls are automatic 2 points and the ball
9. 2 technical fouls and you are disqualified for your teams current and next game
10. Overtime- 1st Overtime 2 minutes stop clock (Timeouts carry over) 2nd Overtime 1 minute NO Time Outs 3rd Overtime sudden death NO Time Outs
11. 20 Point Rule, If one team leads another by 20 points or more the clock will run in the 2nd half; once the score is under a 20 point differential, regular play will resume.
12. Coaches are responsible for the conduct of their fans