

WBA

Boys Spring Shootout Rules

The National High School Federation Rules and Regulations will apply to all tournament games with the following exceptions: All USSSA rules may not apply in this tournament, see tournament director for clarification. Any unresolved disputes will be ruled upon by the tournament director.

1. Each team MUST have an adult either keep the score book or run the clock for their game. This person will be admitted into the game for free.
2. All games will be played in two halves:

4th Grade Division	12 minutes	8th Grade Division	14 minutes
5th Grade Division	12 minutes	9th Grade Division	14 minutes
6th Grade Division	12 minutes	10th Grade Division	14 minutes
7th Grade Division	14 minutes	11th/12th Grade Division	16 minutes
3. Teams may begin the game with four (4) players, but must have five (5) by the end of the first half to continue without forfeiture.
4. Halftime shall be no longer than 5 minutes. At least a five-minute pre-game warm up will be given if games are running behind schedule. No games will start before their scheduled time unless agreed to by both coaches.
5. A player will be disqualified after committing a 5th personal foul (technical fouls are included).
6. The one plus one team bonus foul shot will commence on the tenth (10th) team foul in each half. Two-shot fouls will be awarded for shooting, flagrant and technical fouls only.
7. A total of (3) time-outs per game will be allowed to each team. One (1) additional time-out per team will be awarded for each overtime period. There will be no carry-over of time-outs from regulation to overtime periods.
8. Regulation sized basketballs will be used for boys 7th grade division through High School Division. All other divisions in boys and girls competition will use the smaller sized basketball.
9. Two (2) technical fouls during a game on any player, coach, or team representative will result in their disqualification for the rest of the game.
10. The clock will be stopped for all whistle stoppages. Not a continuous clock. If one team is up by twenty (20) points or more, the clock will continue to run in second half, other than time-outs. If the deficit becomes less than twenty (20) points during that period the clock will revert back to stopping on all whistles.
11. Each team is responsible for their own warm-up and game balls and/or any other items brought to the game. The tournament sponsors or their representative are not responsible for items lost.

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Tie breaker for playoffs

1. Head to Head
2. Point differential - Maximum 15 points. (Forfeits are scored at 15-0). Point differential calculation is based solely on the games between the tied teams. In the event of a three-way tie for first, point differential will be used to establish the pool winner. The runner-up position will then be determined by head to head between the remaining two teams.
3. Defensive Point System - If 3 teams remain tied after the above tie breakers the team with the lowest total points allowed will advance. The remaining teams will revert back to tie breaker #1.
4. In the event of a three (3) team pool, only common opponents will be used for point differential.

Eligibility

Players must participate at current grade level or one (1) grade level above.

Exemption Restrictions/Maximum of Two (2) Players

**All Players participating under the grade eligibility exception must present a birth certificate and a confirmation of grade level from their school's administration office.*

<u>Grade Level</u>	<u>Age</u>	<u>Birthdate on or after</u>
Grade 4/5	11 & Under (4/5 th Grade)	September 1, 1995
Grade 6	12 & Under	September 1, 1994
Grade 7	13 & Under	September 1, 1993
Grade 8	14 & Under	September 1, 1992
Grade 9	15 & Under	September 1, 1991
Grade 10	16 & Under	September 1, 1990
Open H.S.	18 & Under (11/12 th Grade)	September 1, 1988

(Example: A player competing in the Boys 13 & Under division may not turn 14 prior to September 1, 2007)

Eligibility Protests

All protests must be filed in writing, accompanied by a \$100.00 protest fee (refundable if protest is upheld) with the District Director PRIOR to protested game. If protest is valid, the protested team forfeits all previous games. Tournament director's ruling on protests is final.