



TOURNAMENT RULES 2020

All NFHS (Oregon) rules apply with following modifications:

Admission/Arrival/Schedules

- Teams should plan to arrive no later than 15 mins before game time
- Two Coaches and one volunteer per team will be given **"weekend long"** free entry bracelets. These will be provided at your first game on Saturday and expected to be used the entire weekend. We do not have replacements, please keep on and use the entire weekend
- \$6 for adult entry, \$4 for youth per day we will provide re-entry stamps, 9 years old and younger are free!
- Schedules will all be online only, no brackets will be at game locations, www.pybl.org for all schedules.

Clock/Game Format

- Home Team provides volunteer score clock operator, Away Team provides official score sheet volunteer
- Two 16-minute stop clock halves, if 20 points or more in 2nd half clock runs except for timeouts
- 4-minute half times & 5-minute warm up period between games
- 1st overtime is 2 minutes stop clock
- 2nd overtime is un-timed. First team scoring 3 points wins
- Championship Final only: 2nd and successive OT is 2-minutes, stop clock
- Three full timeouts per game; one full time-out per OT, no carry-over
- Home team wears white, Away team wears dark
- Home team provides game ball unless otherwise agreed/decided by referee
- 28.5" ball for all girls' teams and 4th, 5th, 6th boys' teams
- 29.5" ball for 7th and 8th grade boys' teams
- 4th / 5th girls and 3rd / 4th boys may shoot free throws at 12'

Gameplay/Defense Rules

- Players may play on exactly one team in this event, unless extenuating circumstances require the sharing of a player AND the team gets *advance* permission to use that player from the Winter Hoops Classics Directors. Otherwise, the sharing of players on multiple teams in the event is strictly prohibited.
- **For 5th Grade Divisions and under- man to man only**, this rule is included in the full court setting. No zone defense, switching is allowed. Once the ball is attacking the basket (inside 3-pt line) and/or entered into the post, players may slide over to help however must revert back to their man if the ball is reset out beyond 3-pt line.
- A team up by 20 points or more is not allowed to play full court defense.

Pool Tie-Breakers:

- 1) Head-to-Head
- 2) Greatest Average Point Differential (max 15 per game)
- 3) Least cumulative points allowed



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Technical Fouls

- Unsportsmanlike technical fouls will result in the opposing team receiving two points and possession of the ball; player receiving technical must sit out next 2 minutes of play.
- Any coach, player or fan that receives 2 technical fouls in any one game will be removed from that game and potentially the remainder of the tournament. Any team receiving three technical fouls will result in a forfeit of that game.

Weekend Conduct

- The actions of game officials shall be accepted as unbiased and made to the best of their ability.
- Coaches and players will refrain from any overt actions of disapproval, whether by gesture or in excessive voice.
- Each game is conducted without verbal and physical abuse from other coaches, players and spectators toward coaches, players and officials on the court. Officials may stop the game if the situation warrants such action. The violating team may forfeit the game in any such situation.
- The use of abusive language and profanity by coaches, players and spectators is prohibited at all times. Belittling, shouting and trash talking at players in a hostile manner is also prohibited.
- The Tournament seeks to provide a fun and exciting weekend for the players. Consequently, the Tournament reserves the right to warn and/or eject (for a single game or for the remainder of the Tournament) any player, coach or fan who, in the opinion of the referee(s) or Tournament Director, engages in unsportsmanlike conduct or improper behavior. No refunds will be given to such teams or individuals.
- FIGHTING AND/OR PROFANITY WILL NOT BE TOLERATED IN ANY CIRCUMSTANCE!

Protests

- THERE IS NO FORMAL PROTEST PROTOCOL, BECAUSE PROTESTING IS NOT ENCOURAGED. Any and all questions concerning the enforcement of rules will be interpreted by the referees of the game with confirmation by the Tournament Director only if necessary. Their decisions will be FINAL. All participating coaches and teams agree to this as a prerequisite for participation in the event.

Right to Refuse or Reject Participation

- All teams that register for the WWC as a condition of participation accept that the WWC may refuse
- and/or reject your participation in the WWC, for any reason whatsoever, if it is deemed to not be in
- the best interest of the WWC to allow participation.