

**BALLIN' IN THE BASIN  
BASKETBALL TOURNAMENT  
WILLISTON, ND**



**REGULAR HIGH SCHOOL RULES WILL BE USED WITH THE EXCEPTION OF CHANGES LISTED BELOW:**

1. **Players cannot compete in a lower age/grade level than their own current age/grade level. Players can however participate in an older division.** Players from different schools may play together. All players' grades 3-8 are eligible to participate.

NOTE: Players may play on one team only (Per division/bracket). **Players can participate with two teams- ONLY if one of the teams is playing in a separate division/bracket than the other.** The penalty for a player playing on more than one team **in the same division/bracket** is disqualification of both teams involved or if more than two, all teams involved. **The same will occur if a player is found to be participating with a team in a lower division than their current age/grade level.**

**Note to Parents/coaches: Please advise WPRD staff if you have a player participating on more than one team in the tournament to avoid scheduling conflicts and/or game forfeitures.**

2. All teams must have **uniform shirts with visible numbers on back.** Numbers are recommended for the front. Dark-soled shoes which leave floor marks are not allowed. \*Undershirts and shorts should match most of your jersey.
3. 3-point shots will be used in all divisions if floor is marked.
4. Free throws: All divisions will follow high school rules. Players can enter the lane upon release (ball leaving the shooter's hands) except for the circle around the free throw line, which cannot be entered until the ball hits the rim. In other words, defensive players cannot block out the shooter until the ball hits the rim and the shooter cannot enter the lane until the ball hits the rim. **\*3<sup>rd</sup> and 4<sup>th</sup> grade divisions may cross the free-throw line when shooting.**
5. **7<sup>th</sup> & 8<sup>th</sup> Grade: May play any type of defense / may full court press.** We strongly urge coaches to refrain from using pressure defense if the score is of a wide margin as this would be unsportsmanlike.
6. **3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, & 6<sup>th</sup> Grade: NO zone defense of any kind allowed.** Full court press allowed by both teams in the last three (3) minutes of half and game if score differential is less than 12 points.
7. Women's basketballs will be used in all divisions with the exception for the 7<sup>th</sup> and 8<sup>th</sup> grade boys.
8. All teams will be guaranteed three games. **FORFEITS COUNT AS A GAME.** Bracket format will be determined by the number of teams. Game time is forfeit time. You may start a game with four (4) players.
9. **Only 2 coaches allowed on the bench at a time.**
10. We will have two 16-minute halves with a running clock. **The clock will stop for free throws and timeouts only.** If the score is less than 10 points, the clock will stop during the last two (2) minutes of the game. There will be THREE MINUTE HALF TIMES.
11. If the game is tied at the end of regulation, overtime will be played. The first overtime period will be two minutes, with the clock stopping as in regular play. If a second overtime is required, it is sudden death (first team to score, wins.)
12. Substitution is allowed on dead ball situations only.
13. Players are allowed five (5) fouls. Teams will shoot the bonus on the 7<sup>th</sup> team foul with two shots on the 10<sup>th</sup> team foul.
14. Teams are allowed 3 timeouts per game. Each team will get one timeout for overtime.
15. Each team must supply their own warm-up balls.
16. Roster changes will not be allowed after the final registration deadline.
17. Adult coaches (18 years or older) **MUST** accompany their teams to the locker room vicinity during games and at all other tournament activities.
18. Individual awards will be given to 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places (if the division is full.) The number of awards will be determined by the number of teams in each division.
19. **All teams should arrive 30 minutes prior to their game start time. Games may start early if running ahead of schedule.**