

WK Sports Tournament Rules

- Home team is listed on the bottom and will supply the official scorekeeper.
- Away team is listed on the top of the and will supply the clock keeper.
- Each team will receive three (3) time-outs per game and an additional time-out for each overtime.
- KHSAA High School rules apply except for below listed foul rules and clock stoppage.
- Teams will be in the bonus after seven fouls and will shoot the double bonus after 10 fouls.
- All halftimes will be 3 minutes.
- Warm up time before the game will be 3 minutes but can be adjusted by tournament directors.

4th grade and below :

- Two 18-minute halves with a running clock. Clock only stops under the one (1) minute mark of each half for dead balls.
- Will use 28.5 size basketball.

5th grade -11th grades:

- Two 20-minute halves with a running clock. Clock only stops under the one (1) minute mark of each half for dead balls.
- Will use 29.5 size basketball.

Overtime:

- First overtime: two-minute running clock.
- Second overtime: one-minute running clock.
- Third overtime: sudden death with first team scoring a point declared the winner (free throw or field goal).

Game Rules:

- Teams with a 25-point lead are not allowed to full court press.
- If either team is down 20 points at the 2-minute mark of the second half the game will be stopped.
- Only players and registered coaches are allowed on the bench during games.

- Player or coach ejections shall result in a one game suspension or removal from the tournament at the discretion of the Tournament Director.

Age / Grade Eligibility

- 2024 Grade Divisions will be determined by the student-athlete's current school enrolled grade level (2023-2024).
- This is a grade tournament but we will honor age exceptions
- A copy of a report card from the 2023-24 school year and or Infinite Campus information shall be used as verification.
- No player can play on two different teams in the same division.
- All protests must be directed to a tournament director before the scheduled game.

Seeding Determination:

1. Overall winning percentage
2. Head-to-Head
3. Winning margin (maximum points allowed is 15)
4. Points against
5. Coin toss

In the event of a three-way tie, points will be used to seed all teams within the three-way tie.