

WK Sports and Entertainment Tournament Rules

- Home team is team listed on the bottom and will supply the official scorekeeper
- Away team is team listed on the top and will supply the clock keeper
- Scorekeeper and Clock Keeper are NOT allowed to coach from the table. Our officials have been instructed to enforce this rule.
- Only ONE coach can stand during the game
- Each team will receive three (3) time-outs per game and one additional time-out for each overtime. Time outs do not carry over into the overtime and each subsequent overtime period.
- Teams will be in the bonus after seven fouls and will shoot the double bonus after 10 fouls.

3rd Grade

- Two 18-minute running clock halves with clock stopping only under the one minute mark of each half on all whistles. Teams cannot press with a 20 point lead at any time of the game.
- Will use 28.5 size basketball

4th Grade

- Two 18-minute running clock halves stopping only under the one minute mark of each half on all whistles.
- Will use 28.5 size basketball

5th Grade

- Two 20 minute running clock halves with clock stopping only under the one minute mark of each half on all whistles.
- Will use size 28.5 size basketball

6th Grade through 11th Grades

- Two 20-minute running clock halves stopping only under the one minute mark of each half on all dead balls of the first and second halves.
- Will use 29.5 size basketball

ALL GRADES

- All halftimes will be 3 minutes
- Warm up time before the game will be 3 minutes but can be adjusted by tournament directors.
- Overtime: The first overtime of a game will consist of a two-minute running clock. Second overtime will be a one-minute running clock. Third overtime will be sudden death with first team scoring a point declared the winner (can be free throw or field goal)
- 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.
- Player or coach ejections shall result in a one game suspension or removal from the tournament at the discretion of the Tournament Director.
- Only players, and registered coaches are allowed on the bench during games
- All rosters must be turned in to the coaches check-in table before the team's first game. After the roster is turned in, it cannot be altered or changed.

Overtime

- First overtime two minute running clock with clock stopping on ALL whistles under the one minute mark.
- Second overtime one minute running clock with clock stopping on ALL whistles.
- Third overtime and beyond, first team to score a field goal or a free throw is declared the winner.

Age / Grade Eligibility

1. 2024-2025 Grade Divisions will be determined by the student-athlete's current (2024-2025) school enrolled grade level.
2. A copy of a report card from the 2024-2025 school year shall be verification or infinite campus information.

3. All protests must be directed to a tournament director before the scheduled game.
4. No player can play on multiple teams in the same division. If a player is caught playing on multiple teams in the same division, each team he/she has played for will be disqualified from the tournament

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.