



Rules

During the Game

1. It is a forfeit game if a team does not have four (4) players present within five (5) minutes after the scheduled start time of any game and must be officially forfeited by the Event Director. If the team shows up after this time, the operator may have the game running clock and the forfeit will be in effect if the non-violating coach requests.
2. There will be a three (3) minute warm-up period between games.
3. Halftime is two (2) minutes.
4. All games will be two sixteen (16) minute stop clock halves with the last five minutes of the game running clock if the margin is fifteen (15) points or higher.
5. Overtime is (1) minute and each team is given one timeout in overtime (no timeouts carry over from regulation). Second overtime is sudden death with no timeouts.
6. Three (3) timeouts per a game that are thirty (30) seconds in length each.
7. A backcourt violation will be called after ten (10) seconds in both boys and girls games.
8. Free throws are shot regulation.
9. Teams are in double bonus free throws when the other team reaches ten (10) team fouls for the half.
10. Players foul out when a player accumulates six (6) fouls.
11. Players may enter the lane when the ball is released out of the shooter's hand.
12. Technical fouls are shot regulation.
13. Intentional fouls are shot regulation.
14. Two technical fouls for a player or coach is an automatic ejection. Fighting or clearing the bench is an automatic ejection. If a coach is ejected, the assistant coach or players can continue to play. Any ejected coach is required to leave the court.

Before the Game

1. Teams are required to check-in before their first game to get coaches wristbands. Only two (2) wristbands will be given out per a team. Only coaches need to be present at check-in. Certification will be located close to registration for 14U and below teams. See [Certification Procedure](#).
2. Games will start on time (not early for purposes of scouting).
3. The team listed first in the schedule will be the away team and will wear dark colored jerseys.
4. The home team is responsible for providing the game ball.
5. Grades 7 through 12 must use a standard men's size ball. Girls teams will use women's regulation basketballs for age levels.
6. [National High School Federation](#) ("NFHS") rules will be used with some adjustments listed above.



If Pool Play Scenario

1. In the event of pool play where a winner needs to be named, the order is record, head to head, points margin (15 point maximum differential per a game), points allowed, and coin toss.
 - a. If pools do not have an equal number of teams (e.g. division of 11, with pools of 4, 4, and 3), the maximum point differential can only be equal to the amount the team that played the least number of games in pool play was able to earn (in this situation 30 if the team in 3 game pool wins both points by the maximum 15 point differential).

NCAA Event Rules (high school only)

1. All coaches on the bench must wear tournament wristbands. If teams have individuals on the bench that are not players without proper wristbands, the game may be forfeited without refund. Players do not need to wear wristbands. All coaches must be NCAA BBCS bench to coach. No other program staff members are allowed to have wrist bands (e.g. drivers, wives, etc.).
2. Players are allowed to play for one team and can not participate in a maximum of two games per a day. The first team a player plays for is his official team. If a player participates for any other team, that team will forfeit the game(s) without refund and the player will be ineligible to continue in the tournament.
3. Per the NCAA adjoining state rule, all players must be legal residents of the state in which their team is located or be a legal resident of a geographical adjoining state. No more than three (3) players from adjoining states may be on a team's roster. Any violation will result in forfeiture of games without refund.

Fan Rules

1. Any fan that negatively affects the outcome of the event by using profanity or personal attacks toward any staff member may be ejected from the game. If the fan refuses to leave within 1:00 minutes, the team affiliated with that fan will forfeit any game being affected by this delay.
2. Any fan or coach that is permanently banned by WCE who enters the building of the event will force the team of that banned member to forfeit all games in the event. Any repeated violations of this policy will equal the program being permanently banned from WCEB events.
3. Fighting anywhere at the event, including the parking lot, may result in a permanent ban from WCEB events.