

2008 WOODBURY TOURNAMENT RULES

THE NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS BASKETBALL 2007-2008 RULES BOOK WILL BE FOLLOWED EXCEPT AS NOTED:

1. GAMES ARE 14 MINUTE STOP-TIME HALVES FOR ALL DIVISIONS.
2. THE FIRST OVERTIME IS 2 MINUTES STOP TIME STARTED WITH A JUMP BALL. THE SECOND OVERTIME IS SUDDEN DEATH STARTED WITH A JUMP BALL. NO SUDDEN DEATH IN CHAMPIONSHIP GAMES.
3. THREE TIMEOUTS PER GAME (ONE MINUTE IN DURATION), AND ONE TIMEOUT PER OVERTIME. NOTE: UNUSED TIME-OUTS ARE NOT CARRIED OVER INTO OVERTIME.
4. TECHNICAL FOULS WILL NOT BE SHOT. BENCH AND FLOOR TECHNICALS ARE AN AUTOMATIC AWARD OF TWO POINTS TO THE OTHER TEAM AND POSSESSION OF THE BALL. **Any coach, spectator or player who gets ejected from a game by an official will not be allowed back into the tournament regardless of the behavior leading to the ejection!**
5. **NO PROTESTS** ARE ALLOWED AFTER THE COMPLETION OF A GAME. THE OFFICIALS WILL SETTLE ALL PROTESTS ON THE SPOT DURING THE GAME.
6. ATTENDANCE IS REQUESTED AT LEAST 15-MINUTES PRIOR TO THE SCHEDULED STARTING TIME. A FIVE-MINUTE GRACE PERIOD AFTER THE SCHEDULED START TIME IS ALLOWED BEFORE A FORFEIT IS DECLARED. THERE WILL BE A MINIMUM FIVE-MINUTE WARM-UP PERIOD BEFORE EACH GAME, HALFTIME WILL BE 4 MINUTES UNLESS OFFICIALS SPECIFY A 2-MINUTE HALFTIME DUE TO LATENESS.
7. **ALL TYPES OF DEFENSES ARE ALLOWED** IN GRADES 5th & UP. FULL COURT PRESSES ARE ALLOWED AT GRADES 5TH & UP. HOWEVER, PLEASE NOTE: **NO FULL COURT PRESSES ARE ALLOWED BY TEAMS THAT ARE AHEAD BY 15 POINTS OR MORE!** DISREGARD FOR THIS RULE WILL RESULT IN ONE WARNING FOLLOWED BY A BENCH TECHNICAL ON ALL SUBSEQUENT VIOLATIONS.

IN 4TH GRADE, NO ZONE DEFENSES (PASSIVE, NON-TRAPPING) ARE ALLOWED AT ANY TIME. FULL COURT OR HALF COURT PRESSURE/TRAPPING DEFENSES ARE ONLY ALLOWED IN THE LAST TWO MINUTES OF 4th GRADE GAMES. **NO FULL COURT PRESSES OR HALF COURT TRAPPING DEFENSES ARE ALLOWED BY TEAMS THAT ARE AHEAD BY MORE THAN 10 POINTS!**
8. THE THREE POINT SHOT RULE IS IN EFFECT WHEREVER THERE ARE LINES DESIGNATING THE THREE POINT SHOT.
9. THE CLOCK WILL NOT BE STOPPED AFTER THE **SEVEN MINUTE** MARK OF THE SECOND HALF OF ANY GAME WHEN A TEAM HAS POSTED A LEAD OF **20 POINTS OR MORE**. RUN TIME WILL REMAIN IN EFFECT UNTIL THE LEAD IS REDUCED TO **LESS THAN 15 POINTS**.
10. TEAM ROSTERS ARE RESTRICTED TO PLAYERS WHO LIVE OR ATTEND SCHOOL IN THE TEAM'S DISTRICT. A TEAM MUST HAVE FIVE PLAYERS TO START A GAME.
11. **POOL PLAY TIE BREAKERS** IN ORDER OF IMPLEMENTATION ARE: A. HEAD TO HEAD COMPETITION, B. LOWEST POINTS ALLOWED, C. HIGHEST POINT DIFFERENTIAL, AND D. COIN FLIP. NOTE: ONCE ONE TEAM BECOMES THE TOP SEED IN A 3-TEAM TIE BREAKER, THE REMAINING TWO TEAMS REVERT BACK TO HEAD-TO-HEAD.

