



2020 Screamin' Eagle Basketball Tournament Rules

Rules for all Grades

1. Round Robin: Best 2 records advance to Sunday. Tie Breaker is head to head competition, and then the team that allows the fewest first half points in all of their games.
2. Referees decisions are final. There are no appeals.
3. 18 minutes halves, continuous clocks except for the last 2 minutes of each half. If a team is leading by 20 points or more, the clock will not stop for the final 2 minutes of the second half.
4. There will be a 4 minute overtime period (continuous clock except for the last minute). There is a timeout between the end of regulation and the start of overtime. Each team is granted one 30 second timeout for OT. Pressing is allowed during entire overtime. If after 4 minutes the game is tied, the game will continue without a clock until the next point is scored. A jump ball will be held to start the sudden death period.
5. No pressing if the lead is 15 or more points.
6. 4 Timeouts per game; two 30 seconds and two full. Unused timeouts do not carry over into overtime. One additional 30 second timeout for overtime.
7. If a time out is called during the continuous clock portion of the game, the clock does not begin until after the ball is in play either with a pass in bounds after a made free throw or on the miss.
8. The clock will stop for 30 seconds on a 5th foul substitution.
9. Bonus at 7 fouls, Double Bonus at 10.
10. 4 minute half times; minimum 4 minutes between games.
11. Other than above, WIAA rules govern play.
12. Teams may use the locker rooms before games and during half times. Do not leave articles in the rooms as many teams will share the room. See Bracket sheet for your appropriate locker room. St. Boniface is not responsible for lost or missing articles.

5th/6th Grade Rules

1. Same as above, except:
2. 5th/6th Grade tournaments will allow zone defenses.
3. 5th/6th Grade tournaments can apply dead ball pressure during the last 2 minutes of each half and entire overtime period(s).
4. **6th Grade only** tournaments can apply full court pressure in transition/rebound, but not on balls being in bounded.

Updates will be posted on: <http://www.stbonifacewi.org/Basketball>