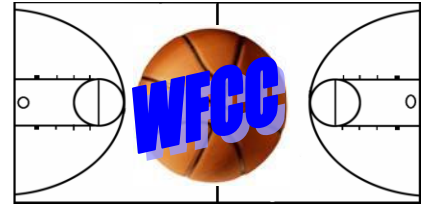


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**WRIGHTSTOWN
FULL-COURT
CLUB**



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Wrightstown Full-Court Club Tournament Rules

1. Teams may bring more than 12 players, but only 12 awards will be given out.
2. Teams must supply their own basketballs for warm-ups.
3. Each game will consist of two 20 minute running halves. The clock will stop during the final two minutes of each half. A two-minute overtime period will be played with clock stopping on all dead ball situations. If a tie still remains, a “sudden death period” will be played with the first team to score declared the winner.
4. Five minute half time. Five to ten minute warm-up between games. We will stay on our time schedule.
5. No Protests. Decisions of the officials are final. All technical fouls will result in an automatic 2 points and possession of the ball.
6. Timeouts: Each team will be allowed **THREE** full timeouts per game. Teams will be allowed **ONE** full timeout during overtime – No carryover.
7. **Defense:** 3rd, 4th, 5th and 6th grades - Man to Man **ONLY** – Absolutely **NO ZONES!**
No Zones does not mean your team cannot play up-the-line Defense or cannot play help and recovery defense as sound Man to Man team defensive principles are encouraged. Help defense should be taught to our younger players.
7th and 8th grades – Any defense allowed.
8. **Pressing:** 3rd and 4th grades – **NO** pressing.
5th and 6th grades – allowed during last 2 minutes of each half when leading by less than 10 points.
7th and 8th grades – Pressing allowed anytime when leading by less than 15 points.
9. **Free Throws:** 3rd and 4th grades - **13 foot line**. Players must start behind line but can cross the line on shot and we will be very lenient on this for 3rd and 4th graders.
5th Thru 8th grades - **15 foot line**. Players must stay behind line until ball hits rim.
5th grade girls must start behind the line but may jump over the 15 foot FT line.
10. **Good Sportsmanship MUST be maintained by ALL.**
11. **HAVE FUN – It’s BASKETBALL!**