



## **Westview Wildcat Tournament Rules and Conditions of Competition**

Westview's Tournament games are governed by High School Federation Rules with the following modifications and emphasis:

### **Time Format**

- All games include two 16 minute stop-time halves.
- The halftime break is five minutes in duration.
- The first overtime period runs for two minutes with stop-clock. All additional overtimes run for one minute with stop-clock. Each overtime period begins with a jump ball.
- Teams are granted three 1 minute timeouts per game, plus one 1 minute timeout per overtime. Timeouts cannot be accumulated or carried over.
- If a team is up by 20 points or more entering the last 4 minutes of the game, we will go to running time for the duration of the game.
- No full court press by teams up by 20 points.

### **Team Requirements**

- One of the competing teams must supply the game ball.
- All players must be equipped with a uniform or jersey having a visible number and team color.

- Players may not wear jewelry, watches, or hair accessories with metal or hard materials, plaster casts are not allowed.

## **STANDARDS OF GAME CONDUCT**

Westview reserves the right to warn or eject a player, coach or fan for unsportsmanlike conduct or improper behavior from a game, or the entire tournament. No refunds will be given to such teams or individuals. It is important to remember that we are trying to provide a fun and exciting weekend for the players.

### **Facilities**

- Admission is charged on a daily basis, \$6.00/adults, \$5.00 high school student's \$4.00 children over the age of 7 years old/children 6 and under will be admitted free.
- 2 coaches plus your players will receive entry wrist band for the duration of the tournament.
- The coaches may enter our hospitality area.
- Coaches and players are expected to clean up after themselves before they leave their court.
- Westview Tournament will provide a timekeeper and a person to keep the official scorebook.

### **Tiebreaker Sequence:**

**After a tie is broken, repeat tiebreaker order for any remaining tied teams.**

1. Head to Head - compare games across all competitors.
2. Win differential (max differential per game 20 points) - compare games across all competitors.
3. Points Allowed - compare games across all competitors.