**2022 Junior Warrior Classic Rules**

**IHSA/IESA rules are followed except for the changes noted here on this sheet.**

1. Game Timing: Two, 18-minute halves with a running clock. The last two minutes of each half the clock shall stop on all dead ball situations. Warm-ups and half-time will be 4 minutes unless scheduling requires them to be shorter or longer. This is solely the judgment of the tourney directors and officials. If there is more than a 20 point spread in the second half of a game, the clock will continue to run through the last 2 minutes of the game. Overtime: There will be a 2-minute overtime in all games ending in a tie with each team receiving one time out for the overtime (teams may not carry over any timeouts). The clock will stop for all dead ball situations during overtime. Double Overtime: Games will be decided by sudden death, meaning the team who scores the first point (does not have to be a basket, it can be a free throw) will win the game. Again, teams will be awarded one time out with no carry-overs. Officials have discrepancy to stop the clock at any time for reasons they deem necessary (This includes injuries, clock issues, score book issues etc.

2. Fouls: Each player is allowed 5 fouls per game, shooting one and one on the 7th team foul and two shots (double bonus) on the 10th team foul. Technical Fouls/Intentional Fouls/Flagrant Fouls: will not be shot, 2 points will be awarded to the other team along with possession of the ball. Any individual given a second technical foul will be removed from the gym. That individual will receive a one game suspension for their next scheduled game.

3. Time-Outs: Each team has three 30 second time-outs per game. Overtime Time-Outs: Each team is given one time-out for every overtime, no carry-overs.

4. Restrictions: All defenses and offenses are allowed. However, coaches need to pull their full-court or half-court press if ahead by 20 points or more. 3rd & 4th GRADE: No full court pressing except in the last 4 minutes of each half. All defenses are acceptable at the half court line. 3Rd, 4th, and 5th grade will use the 28.5” ball, 5th girls will also use 28.5” ball. 3rd grade can jump over the line on a free throw, but cannot use that to a rebounding advantage. 4th Grade girls will be allowed to jump over the line, but cannot use to a rebounding advantage.

5. Timekeepers and Scorekeepers: Each team will be required to provide one per game. Home team keeps the official book, and the visiting team operates the clock/scoreboard. Please plan ahead as children are not encouraged to handle either of these responsibilities.

6. Game Ball: Home team provides game ball. Each team must provide warm up basketballs.

7. Officials: We will provide 2 hard-working IHSA “patched” officials for each game. They will be treated with respect at all times and any undue harassment of them will lead to coaches, players or fans being removed from the premises at the discretion of the tournament director. Any discrepancies in scorekeeping will be determined by the officials of that game. The officials have final determination in all timekeeping and scorekeeping decisions.

1. Divisions: If a team is playing in a school division they should be prepared to show proof that all athletes attend the same school. If a division has more than 8 teams and one or more of them is a “club” team they may be moved up to the next higher division, in order to make fairer brackets. The tourney director will decide if a team needs to be moved up or into a club divison. All divisions are grade based not age, but a coach can challenge whether all players are in the proper class for that division. In order to challenge, $100 cash must be paid to the tourney director and the challenged coach must provide proof within one hour. If challenge is upheld money will be refunded and challenged teams games will be forfeited.
2. If a team is not present at the scheduled start of their game, the game will be considered a forfeit. The winning team will be given a 10 point victory.
3. Pool Standings determined by record, then the following tiebreaker rules would be applied:

 11.1 Head to Head

* 1. Point Differential (15 pts max per game)
	2. Points Allowed
	3. Points Scored
	4. Coin Flip

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