



Wisconsin Premier League Scoretable Rules

Coaches- Must have adult coach. Scoresheet filled prior to game. Roster needs to be submitted correctly prior to attending event

Team Expectations & Requirements

Warm-up & Game Balls- Provided by teams

Scorekeepers & Timers- 1 from each team is required to be provided for each game. This person gets in free by checking in at each site and date sign-in.

Game Play

Jersey color- If teams can't mutually agree on jersey color, the team **listed 2nd on the schedule** will be required to wear their light jersey.

Warm-Ups- 5 minutes pre-game. 3-minute halftime. Adjust as needed. PLEASE BE TO SITES EARLY, in even games are running ahead

Game Length-

Grade 4 and 5---18 minute running clock, stops on all Free Throws

Grade 6 through 8---14 minute halves- STOP clock on ALL whistles. 20 point margin in 2nd half: clock runs continuously. If goes back below 15 clock returns to stop clock

ALL GRADES--30 point leads = set to 0-0, but keep running score at table.

Overtime

2 minutes. Run clock. Stops last minute. 1 timeout. None carry over from 2nd half. Team fouls do carry over.

2nd OT--sudden death--first to score 4 points or 3:00 continuous clock whatever happens first.

BONUS RULES

7th Foul—Single Bonus

10th Foul—Double Bonus

Timeouts- 2 full Timeouts and 1 thirty-second timeout

Illegal defense violations—see back of sheet for RULES by grade- one warning issued to bench, then a technical is assessed.

Violations- more lenient for younger age levels. HELP THEM LEARN THE GAME!!



Technical Fouls

Automatic 2. Result in team foul, as well. All ejections must be accompanied by an ejection form, to be completed by official and parent/coach/player/spectator ejected.

Protests- \$100 fee to protest outcome & must come within 30 minutes of games completion

Forfeit- Forfeits count as a 15-0 outcome in favor of the team present.

DEFENSIVE RULES BY GRADE

	Press	Zone D	Basketball	Free Throws	(clock doesn't stop in 2nd half)	Scoreboard set 0-0
4th Grade	Pick up at ½ court	NONE	28.5 (women's ball)	Can jump over	Margin 20+ (If falls back below 15 clock returns to stop clock)	Margin 30+
5th Grade	Last 2 mins Of game— Man to Man	None	28.5 (women's ball)	Regulation	Margin 20+ (If falls back below 15 clock returns to stop clock)	Margin 30+
6th Grade	Yes—Man to Man Final 2 min— can trap— NO ZONE setup	NONE	28.5 (women's ball)	Regulation	Margin 20+ (If falls back below 15 clock returns to stop clock)	Margin 30+
7th and 8th Grade	Yes-	Yes	Men's Ball	Regulation	Margin 20+ (If falls back below 15 clock returns to stop clock)	Margin 30+