



2026 WILLOWBROOK JR WARRIORS MLK WEEKEND SHOOTOUT

Tournament Rules & Guidelines

General Information

1. Game Guarantee – Each team is guaranteed three games. Every game will have two licensed officials, a scoreboard operator, and a scorekeeper provided.
2. Warm-Up & Start Times – Teams will receive up to 5 minutes of warm-up time, depending on the schedule. Games will begin at the posted time. If a team cannot field five players by tipoff, the game will be recorded as a forfeit. Forfeited games will be scored as a 15-point win for the opponent.
3. Court Access – No team may use the courts for practice outside of their designated warm-up period.
4. Uniforms – Teams must wear matching jerseys with visible numbers. The home team (listed second on the schedule) should wear light/white uniforms when possible.
5. Equipment – Teams are responsible for their own warm-up basketballs. Game balls will be provided. Ball sizes:
 - Boys 6th–8th: 29.5"
 - Girls 6th–8th: 28.5"

Game Play

1. Length of Games – Two 20-minute halves with running clock – clock stops during the last minute of the 1st half and the last 2 minutes of the 2nd half. The clock will also stop on time-outs, injuries and whenever the game is delayed (wet surface, ball stuck on the rim, referee discussions, etc.).
2. Timeouts – Three 1-minute timeouts per game, to be used in either half of the game. One timeout in the overtime period. Any calls for a time-out after your limit will result in a technical foul.
3. Overtime - If teams are tied at the end of regulation, the overtime period will be sudden death. The first point of any kind will end the game.
4. Rules of Play – IHSA rules apply unless otherwise noted below:
 - 6th–8th Grade (Boys & Girls): Any defense permitted. Pressing is allowed throughout the game unless leading by 20+ points.
 - Mercy Rule: Running clock if a team leads by 20 or more points.
 - Player fouls and team fouls: Once 7 team fouls have been committed, the team will shoot foul shots.
 - Free Throws:
 - A foul on a 2 point field goal attempt or once a team has committed more than 7 team fouls will result in one free throw which counts for 2 points if made. A foul on a 3 point field

goal attempt will result in one free throw which counts for 3 points if made.

- A foul on a made 2 point field goal attempt will automatically result in 3 points. A foul on a made 3 point field goal attempt will automatically result in 4 points.
- Technical Fouls and Intentional Fouls: All technical fouls are an automatic 2 points and the ball.
 - Two technical fouls on a player or coach will result in immediate ejection and a suspension for the remainder of the tournament. The coach or player must leave the bench/game area immediately and may no longer participate in any way. In the event that a coach has been issued 2 technical fouls and will not leave the bench area, he/she will have to leave the building immediately or his/her team will be disqualified. The coach will not be allowed to coach any of the remaining games in the tournament.

Conduct & Sportsmanship

1. Code of Conduct – Respect for officials, coaches, players, and fans is mandatory. Negative spectator behavior will not be tolerated.

Administration

1. Eligibility – Players must appear on only one roster unless otherwise approved by the Tournament Director. Minimum of 5 players to start.
2. The referees have full authority on the court. Protests will not be allowed.
3. Authority – Tournament Directors have final decision-making authority on all matters.
4. Tie Breakers – In pool play, standings will be determined by:
 - a. Head-to-head results
 - b. Fewest points allowed
 - c. Point differential
 - d. Coin flip

Awards

1. Recognition – Championship shirts will be awarded to first-place teams in each division. All teams will receive tournament t-shirts (10 per team).