



### ***Texas Wings Events Tournament Rules***

#### ***ALL National High School Rules Apply Except for the Following***

##### **Game Rules**

- 5<sup>th</sup> – 8<sup>th</sup> grade will play two 14-minute stop-time halves, 9<sup>th</sup>-12<sup>th</sup> grade will play two 16-minute stop-time halves
- Halftime will last 2 minutes and Warm Up will last a minimum of 3 minutes
- No pressing when up by 20+ points
- Running clock if up by 20+ points with 5 minutes left in the game. Clock will stop for timeouts and injuries.

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##### **Foul Rules**

- Players are allowed 5 personal fouls. Once a player receives their 5th foul they will be disqualified for the remainder of the game.
- At the 7th team foul in a half, the opposing team shoots 1&1
- Double bonus will begin at 10 team fouls each half
- All Technical fouls will result in 2 free throws and possession

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##### **Timeouts**

- 2 full timeouts per half.

- One full timeout per overtime period, no carry over from previous halves.
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### **Tiebreakers**

**1. Head to Head      2. Point Differential (+/-15 max)**

**3. Points Scored      4. Points Allowed**

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### **Overtime**

- Stop-time Halves: 1st OT will be 2-minute stop clock. Thereafter it will be 1-minute stop clock.
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### **Game Operations & Equipment**

- Home team is listed second in pool play or bottom of bracket and must wear light jerseys.
  - Home team provides the game ball; warm-up basketballs are not supplied.
  - Games may start up to 10 minutes early with both coaches' agreement.
  - Teams must have at least 4 players present to start; fewer results in a forfeit.
  - Each team must provide a parent or representative to work the scorebook or scoreboard.
  - View the tournament schedule in the Texas Wings Events App.
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### **Lost/Stolen Property Disclaimer:**

- Texas Wings Sports Academy assumes no liability for any personal items, stolen, or damaged on the premises.
- Attendees are strongly advised to keep their personal belongings with them at all times or with their designated guardian for the event.
- While there is no guarantee that lost/stolen items will be located, please reach out to our customer experience team, who will provide any assistance available.

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## Player Conduct & Rules Enforcement

- Jewelry and hard hair devices (e.g., necklaces, earrings, facial piercings, rings, bracelets) are not allowed.
- Ejected players or coaches are suspended for their team's next game.
- Unsportsmanlike behavior (taunting, excessive celebration, inappropriate language) may result in a technical foul or ejection. View Strike Policy.
- The Tournament Director has authority to override or interpret rules.
- A player is allowed to play on multiple teams, regardless of program affiliation, so long as the teams are competing in *different divisions*. A player is not allowed to play on two teams within the same division.

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## Grade Eligibility Rules

Players must meet grade requirements for their division. The Tournament Director may combine two divisions if a division has low registrations.

- **12th Grade – Class of 2027** - Players will be entering their senior (or earlier) for the **2026-2027** academic year.
- **11th Grade – Class of 2028** - Players must be entering their junior (or earlier) for the **2026-2027** academic year.
- **10th Grade – Class of 2029** - Players must be entering their sophomore year (or earlier) for the **2026-2027** academic year.
- **9th Grade – Class of 2030** - Players must be entering their freshman year (or earlier) for the **2026-2027** academic year.
- **8th Grade – Class of 2031** - Players must be entering 8<sup>th</sup> grade (or earlier) for the **2026-2027** academic year.
- **7th Grade – Class of 2032** - Players must be entering 7<sup>th</sup> grade (or earlier) for the **2026-2027** academic,
- **6th Grade – Class of 2033** - Players must be entering 6<sup>th</sup> grade (or earlier) for the **2026-2027** academic year.

- **5<sup>th</sup> Grade – Class of 2034** - Players must be entering 5<sup>th</sup> grade (or earlier) for the **2026-2027** academic year.
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#### **Grade Disputes:**

- **Before the event** - Participant is not allowed to play in any of the team's games.
- **During the event** - The individual cannot participate in any future games within that tournament or any future tournaments in the same age/division. Any games the ineligible participant played in will be marked as forfeit.
- **After the event** - The games will be retroactively marked as forfeited.

In the event of a dispute, teams must be prepared to provide official documentation verifying a player's grade.