

# Franklin Frenzy Rules

Unless noted below, the Franklin Frenzy Basketball Tournament will utilize rules prescribed by the National Federation of High Schools (NFHS) with approved adaptations by the Wisconsin Interscholastic Athletic Association (WIAA).

## Game Play

1. **Game Length** - all games will have a 2-minute halftime
  - a. **3rd-6th grades:** 18-minute running halves. Clock stops last minute of both halves.
  - b. **7th-8th grades:** 13-minute stop clock halves (stops as a normal HS game).
  - c. If the lead is 15 points or more in the last 6 minutes of the game, the clock will run continuously except for timeouts and injuries.
2. **Overtime**
  - a. **3rd-6th grades:** 4-minute clock. Clock runs continuously until final minute. First team to score 4 points OR the team that is ahead after the overtime period wins. If tied after that, sudden victory rules apply (first score wins).
  - b. **7th-8th grades:** 4-minute period. Standard clock rules apply. If tied after that, sudden victory rules apply (first score wins).
3. There will be a minimum of 5 minutes between games. Teams should be prepared to start up to 15 minutes ahead of schedule.
4. Each team is granted 3 timeouts per game. If overtime is necessary, teams will have 1 timeout per overtime period (no carryovers).
5. The penalty for any and all technical, flagrant and/or intentional fouls shall be an automatic 2 points for the offended team and the ball at the appropriate spot for a throw-in (according to NFHS rules).
6. Teams need to furnish an appropriate game ball to use during games.
7. **Free-throws – UPDATED FOR 2025-26**
  - a. **3rd grade:** Players will shoot from a shortened line (approx 13 feet). May jump and land in front of line without penalty. Shooter may not be first player to possess missed free throw attempt if they jump over the designated FT line.
  - b. **4th-5th grades:** Must start behind FT line. May jump and land in front of line without penalty. Shooter may not be first player to possess missed free throw attempt if they jump over the designated FT line.
  - c. **6th-8th grades:** Standard free-throw rules apply.
8. **Allowable defenses**
  - a. **3rd grade:** Man-to-man defense only. No zones. No half-court traps. Defensive players must have their feet behind the 3-point line until the final minute of the game and/or overtime (they may reach over the 3-point line but must stay inside the line). In the final minute, they may play half-court man defense. Defensive

players are not allowed in the opponent's backcourt throughout the entire game. This begins once the defense secures the rebound or gains possession of the ball.

- i. Teams may switch or hedge on screens. Help side defense allowed in the lane. However, no prolonged double teaming and no traps allowed.
- ii. Players should be in a guarding position consistent with proper weakside defensive philosophy when not guarding the ball handler/dribbler.
- b. **4th-5th grades:** Man-to-man defense only. No zones. No half-court traps. Teams may switch or hedge on screens. Help side defense allowed in the lane. However, no prolonged double teaming and no traps allowed. Players should be in a guarding position consistent with proper weakside defensive philosophy when not guarding the ball handler/dribbler. No backcourt pressure until the final 2 minutes of the game and/or overtime. Any type of pressure is allowed.
- c. **6th grade:** Same half-court restrictions as 4th and 5th grades. Backcourt pressure rule is similar to 7th-8th grades.
- d. **7th-8th grades:** No restrictions.
- e. **All levels:** If a team is ahead by 15 points or more, no backcourt pressure (or half-court defense in 3rd Grade) is allowed until the lead is under 15 points. Repeated violations of the half-court or backcourt rule(s) that are deemed to be intentional shall be penalized as a direct Technical foul charged to the Head Coach.

## Bench, Player and Spectator Conduct

9. Absolutely **NO** jewelry is allowed. **This includes taping over piercings.** Players will be directed to leave the game until the situation is resolved.
10. Uniforms shall be worn as designed by the manufacturer. **Jerseys must be tucked in if designed to do so.** Officials will direct players to comply or they will be directed to leave the game until they comply.
11. There will be NO technical foul for illegal uniforms and/or undershirts, however, players shall wear the same color uniform.
12. A maximum of 3 rostered non-players are allowed on the bench.
13. Only the designated Head Coach will be allowed to utilize the coaching box.
14. Teams should be prepared to furnish a volunteer for timer/scorer if FYGBA does not have coverage. Please make sure to check first and not assume as we may be in a shift change.
15. Coaches who are disqualified from a game must leave the premises immediately and are subject to possibly sitting out additional game(s) at the discretion of the Tournament Directors.
16. Players who are ejected from a game must leave the premises immediately with a rostered coach. The player will be automatically suspended for a minimum of 1 additional game. Further suspensions are at the discretion of the Tournament Directors.
17. Spectators who are asked to leave a game due to harassment of officials (including table

personnel) or other unsporting behavior must leave the premises immediately and may not be allowed back onto the premises for the remainder of the tournament.

**18. Non-participants are not allowed on the playing surfaces at any time! Please help keep the court for only those players who are currently playing in the game. This will be STRICTLY enforced!**

Tiebreakers:

1. Head-to-Head
2. Least Points Allowed
3. Point Differential (+/- 20 points max)
4. Coin Flip