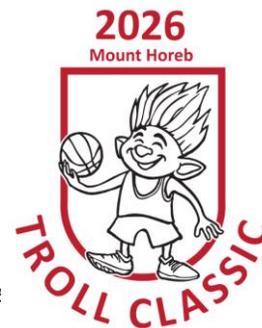


# 2026 Troll Classic Basketball Tournament Rules



## Clock:

- **Game Time:** will be **two 19-minute running clock halves**.
- **Clock Stops:**
  - Last **30 seconds of the 1<sup>st</sup> half**
  - Last **2 minutes of the 2<sup>nd</sup> half**
  - Clock will NOT stop the last minute of the 2<sup>nd</sup> half if any team is up by 20 points or more
- **Halftime** will be 2 minutes
- **Between Games:**
  - Clock will be set to 4 minutes; unless running behind schedule; will be set to 2 minutes
  - Games may start early, please be ready 15 minutes prior to scheduled game times to allow for this.
- **Timeouts:** each team will get **three 30-second timeouts** per game. Each team will get 1 additional timeout in OT
- **Overtime (OT):**
  - **2 minutes**, with the clock stopping in the last (1) minute.
  - If a second OT is needed, the first team to score at least 1 point will win.

## Rules:

- All games are governed by WIAA rules.
- Decisions of the officials and tournament committee are final.
- 1<sup>st</sup> Technical Foul and Intentional Fouls result in automatic 2 points and the ball.
- 2<sup>nd</sup> Technical Foul will result in an ejection from the game, whether it be a coach or a player.
- **Defense Rules:**
  - **3<sup>rd</sup> Grade Teams** must play man-to-man defense and no pressing allowed at any time. If a team is up by 20 points; must drop back to 3-point line to play defense.
  - **4<sup>th</sup> and 5<sup>th</sup> Grade Teams** must play man-to-man defense and no press allowed; except for the last 2 minutes of the game, any type of defense and pressing is allowed.  
\*\*Officials will determine what qualifies as man-to-man vs. zone defense.
  - **6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> Grade Teams** may play any defense and may press the entire game.
- **No press** if that team is winning by **20 points**, regardless of grade or time of the game.
- If team leads by 30 points in 2<sup>nd</sup> half, the scoreboard score can be cleared at the discretion of the coaches.
- **Free Throw Rules:**
  - **3<sup>rd</sup> Graders:** players may start no more than 2 feet in front of the free throw line. Shooter may not be the first person to touch the ball on the rebound.
  - **4<sup>th</sup> Graders:** players may start with any portion of their foot touching the free throw line and step into the lane with their follow through. Shooter may not be the first person to touch the ball on the rebound.
  - **5<sup>th</sup>-8<sup>th</sup> Grades:** WIAA free throw rules apply.

## General Info – please help with enforcing these guidelines and rules with your team and families:

- **No** dribbling basketballs in the gyms during games or shooting during timeouts for players waiting/watching.
- **No** dribbling/throwing basketballs outside of the gyms please (i.e., hallways, lobby, concessions, and common areas)
- **NO CARRY-IN'S**
- Tie Breakers:
  - Head-to-Head Competition
  - Point Differential (+/- max of 15 points)
  - Least Points Allowed (total)

**Questions?** Please contact a Tournament Committee Member via phone or text:

Jim 608.575.6391 or Christopher 608.988.6440