## **UTC 3rd/4th Grade January Jamfest Rules**

- 1) WIAA Rules will be followed unless specified below. All players should be enrolled at the school they are playing for, and all players need a uniform with a number.
- 2) Each game has two halves, 18:00 in length. The clock will stop the last minute of each half.

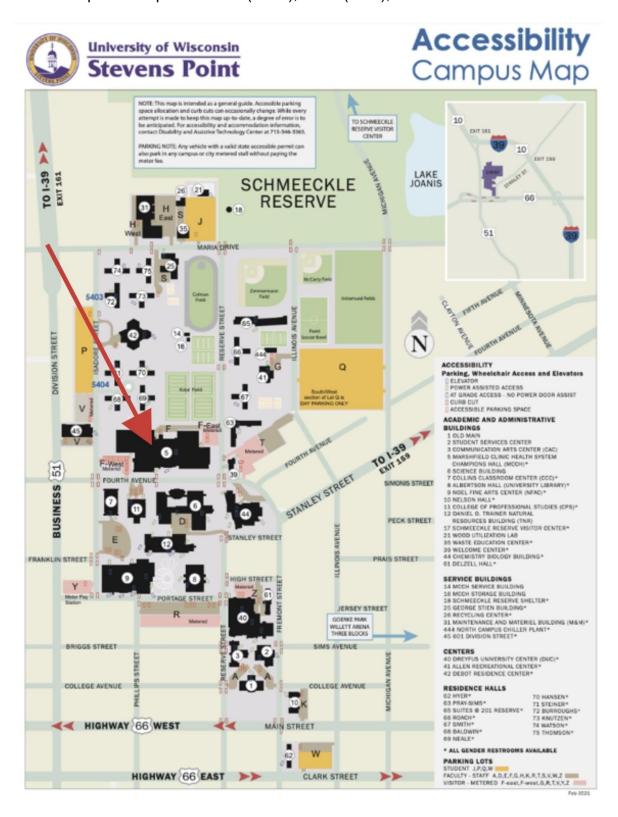


- 3) If one team is behind by more than fifteen points with 1:00 to go in the 2nd half, the clock will automatically run continuously for the remainder of the game.
- 4) Each team will be allowed 2 full timeouts/game. If there is overtime, both teams have one timeout only, regardless of what they had prior to that. No timeouts carry over.
- 5) If a game is tied at the end of regulation, teams will play a 90 second overtime. If it is still tied after one overtime, there will be a sudden death overtime, with the first team scoring being the winner.
- 6) Defense/Pressing
  - No zone defense and no pressing allowed
- 7) Basketballs
  - All teams must provide their own basketballs.
- 8) Free Throws
  - 3rd and 4th graders will shoot from a line placed 13 feet from the hoop.
- 9) Point Differential
  - Cap of 15 points for +/- point differential when determining places or seeds.
- 10) Games will start on time if possible. If games run behind schedule, teams should be ready to go when the previous game ends as there will only be a 3:00 warm up period.

## PLEASE INFORM YOUR PARENTS

- Admission of \$6 will be charged to anyone 10 and over.
- Parking All parking on UWSP campus is free on weekends. You should be able to park in any lot or on the street for free.
- All players will receive a voucher for a free ticket to any one UWSP Women's Basketball game the remainder of the 2023-24 season. You can access their schedule online at https://athletics.uwsp.edu/sports/womens-basketball/schedule

Here is a map of campus. The red arrow points to Skyward Fieldhouse, where the games will take place. The closest places to part of Lot F (West), Lot F (East), or Lot T.



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<sup>\*\*</sup> Ultimate Team Camps is not responsible for injury or loss of personal items. We reserve the right to make decisions in the best interest of the players and the tournament.