

# STMA Girls Basketball Tournament Rules

Each team will be permitted to have **TWO COACHES** admitted free per game. Coaches will sign/check in at each site they play in.

1. Minnesota High School rules will apply except as noted below.
2. All games will consist of two halves. There will be a three minute break at half time. 4<sup>th</sup> and 5<sup>th</sup> grade and all "C" division games will be two - 20 minute halves with running time. The last 2 minutes of each half will be stop time. 6<sup>th</sup> – 8<sup>th</sup> grade "A" and "B" division games will be fourteen minutes stop time.
3. All 4th grade games, the last two minutes of regulation play and/or overtime periods, the clock will not start until the ball crosses half court.
4. Each team is allowed three time-outs per game. Each team is permitted one time out per each overtime period. One minute per time-out.
5. First Overtime will be two-minute stop time. Second Overtime will be first team to score.
6. Attendance is required 15 minutes prior to the scheduled starting time. At least five minutes will be allowed for warm-up. Team line-ups must be logged in the official score book five minutes before the start of the game. If an incorrect line-up is entered on the official score sheet, the bench will receive a technical foul. Games will start early when possible.
7. A team cannot start a game with less than 5 players. If enough players are not on the floor 5 minutes after the scheduled start time, the game is forfeit. The score for a forfeit will be 15-0.
8. Bonus (one-and-one) free throws will be shot on the 7<sup>th</sup> foul per half. Double bonus is in effect on the 10<sup>th</sup> foul at which time 2 shots are awarded
9. If a team receives a technical foul, the opposing team will be awarded 2 points and possession of the ball.
10. A fifth foul will result in player disqualification from the game.
11. No presses are permitted by a team with more than a 20-point lead. After the first warning, the penalty for each violation of this rule will be a technical foul.
12. 4<sup>th</sup> grade teams – No zone defense and no press allowed. 5<sup>th</sup> grade teams - No zone defense allowed for the entire game and no press allowed in the first half of a game. Person-to-person press only allowed in second half. 6<sup>th</sup> – 8<sup>th</sup> grade all defenses are allowed.
13. The three point shot is in effect on all courts.
14. Play will be running time in the second half if the lead is 20 points or more. Stop time will resume if the lead is cut to 10 points or less.
15. Pool Play Tie Breaker will be determined by head to head competition if a two way tie. If more than two teams are tied or the teams didn't play each other, First tiebreaker: Total point differential (total points scored - total points allowed). Second tiebreaker: Total points scored - all 3 games. The 3<sup>rd</sup> tiebreaker is a coin flip.
16. No protest will be considered. All decision by officials and scorekeepers/timers are final.
17. Players, coaches and fans must follow good sportsmanship rules. Inappropriate actions and/or words by coaches, fans and players will not be tolerated. The first time a warning will be given. The second time the person will be asked by the tournament's gym supervisor to leave the gym. The game will be stopped until the person leaves. If they have not left within 5 minutes the game will be called and the coach's, player's or fan's team will forfeit. If a second offense is committed during the tournament, the person will not be allowed to attend any more games. Coaches are responsible for informing their assistant coaches, players and fans of this rule.

18. Home team is the team listed first on pool play bracket or on top in bracket play. Home team will have the choice of jersey color. Each team should have two jerseys. Home team will provide official adult scorekeeper and game ball.