

Rogers Blizzard Breaker Tournament Rules

Home Team

First/top team listed is the home team and have their preference for uniform color. Home team also responsible for supplying an adult to keep the official score sheet.

Warm-up time, half-time breaks

Five (5) minutes allowed for warm-up and half time; however, the referees have discretion to change these times to make sure the games move along in a timely fashion.

Line Ups

Each team is responsible to write their line up on the official score sheet prior to the start of the game. If numbers are not entered correctly or a number not entered at all, a technical foul will be issued.

A team cannot start a game with less than five players. If enough players are not on the floor by five minutes after the scheduled start time, it is an automatic forfeit, and the score will be 15-0.

In all grades a coach may use a player from a lower grade, but in no case will a player from a higher grade be allowed to play at a lower grade.

Players may only play on one team for the duration of the tournament.

Game play

4th – 8th grade, two (2) fourteen (14) minute stop time halves.

3rd grade, two (2) twenty (20) minute run time halves. Stop time last 2 minutes of second half.

All types of defenses will be allowed for 6th grade and above. Zone defense is not allowed for 3rd, 4th and 5th grades.

A full court press is not permitted for 3rd and 4th grade except during the last two (2) minutes of the game. It is permitted for 5th grade and above. 5th grade may use a zone press but once the offense crosses half court the defense must play man to man. However, if a team is ahead by 20 points or more, it may no longer use a full court press. A team leading by 20 or more that fails to fall back on the press will be given one warning by the officials for the first violation. The second and subsequent violations will result in a bench technical foul. If the lead gets to within ten (10) points or less, a full court press will once again be allowed.

Running time will be used in the last seven (7) minutes of the second half whenever there is a lead of twenty (20) points or more with the clock stopping for time outs or at the referees' discretion. If the lead gets to within ten (10) points or less, the clock will then resume stop time.

Game ball will be supplied by one of the two competing teams at the discretion of the referees. A 27.5" ball will be use for 3rd and 4th grades. A 28.5" ball will be used at 5th grade and above.

Three point shots will be in effect for all levels of play during the tournament.

Free Throw line for 3rd and 4th grades will be at 12 feet. All other grades will be at 15 feet.

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Time Outs

Three (3) per game. One (1) for the first overtime period. No time outs for a sudden death period. Unused timeouts do not carry forward to the overtime periods.

Overtime Periods

The first overtime period is two (2) minutes stop time. The second overtime period, if necessary, is sudden death. Each overtime period will start with a jump ball.

Fouls

Fouls will be called per the Minnesota State High School League rules. One and one will be shot after seven (7) team fouls per half; double bonus at 10 team fouls. TECHNICAL FOUL SHOTS WILL NOT BE SHOT. Two points and the ball will be awarded to the opposing team.

If a team has only five players left in the game, no player shall foul out of the game after their fifth foul. Any subsequent fouls on that player will result in the fouled team being awarded a technical foul point (no shot) plus the ball out of bounds in addition to the regular foul shots.

A player committing five personal fouls per game is disqualified except as noted above.

Any Player or Coach who receives two technical fouls during any single game shall be ejected. Additionally, the referees shall have the right to eject any fan who the referee feels is not demonstrating good sportsmanship. Any fan ejected for any reason shall not be allowed to return for the remainder of the tournament. *Any Player or Coach picking up a third technical for any reason will be ejected for the remainder of the tournament.*

Alternate Possession

We will use the alternate possession rule in all jump ball situations, other than the start of the game and any overtime periods

Tie Breakers

See Pool Play Tie Breaker rules.

Awards

For 4-team divisions, awards given to 1st and 2nd place. For 6-team divisions, awards given to 1st, 2nd and 3rd place. For 8-team divisions, awards given to 1st, 2nd, 3rd and Consolation.

Protests

No protests are allowed. The referees and/or the Tournament Director will settle all disputes.

Other rules

All other rules are according to the Minnesota State High School League.

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Courtesies

Please stay off the courts during time-outs and breaks of other games. This applies to players and spectators. Please clean up all drink bottles and other garbage left on the benches after your games. Please respect the gyms and school property.

POOL PLAY TIE BREAKER RULES

TWO-TEAM TIE

In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner.

THREE OR MORE TEAMS TIED

Step One:

If more than two teams are tied, a point differential tie breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.

NOTE: Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.

Step Two:

If more than two teams are still tied after the application of Step One, the point differentials of the teams not involved in the tie are added and the results recalculated.

Step Three:

If more than two teams are still tied after the application of Step Two, a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition.

SPECIAL NOTE: All forfeits are scored 15-0.

3 team tie breaker example	2 v 3	1 v 3	1 v 2	Total
Team 1	X	-3	+9	+6
Team 2	+11	X	-9	+2
Team 3	-11	+3	X	-8

Team 1 is first place team via the tie breaker. Second place is awarded to the winner of the head-to-head matchup between Team 2 and Team 3.