

## 2016 Edina Girls' Classic Tournament Rules

1. **Home team:** The home team (top team in the bracket) will wear their white/light uniform and be responsible for supplying a scorekeeper to be located at the score table.
2. **Warm-up time:** A minimum of three minutes.
3. Lineups must be in the official scorebook at least 5 minutes prior to the start of the game
4. **Game time:** All games will consist of two 14-minute stop time halves. (Note: 9th grade games will be 16 minute halves, with 3 full (no half) timeouts per game. Warm up time and half time may be shortened to keep the games on schedule.)
5. Running time in the last 7 minutes of the 2<sup>nd</sup> half if a team is ahead by 20 points or more. The clock will stop during timeouts. Stop time will be reinstated if the lead goes to 10 points or less. Teams may not full-court press if ahead by 20 points or more at any time during the game.
6. 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, the game will be forfeited
7. **Halftime break:** 3-minutes which may be shortened to keep games on schedule.
8. **Timeouts:** Each team receives three 1-minute time-outs per game with one additional time out for each overtime period. Unused timeouts do not carry over to overtime.
9. Technical fouls will be an automatic 2 points and the ball. Two technical fouls during the game results in ejection from that game. For a 3rd technical during the tournament, that coach or player will be asked to leave the premises for the remainder of the tournament.
10. If a three-point line exists, it will be used in all grades.
11. Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half.
12. **Defenses and Pressing:** For 4<sup>th</sup> Grade, zone defense and full court press are NOT permitted (this includes half-court trapping, help defense is only allowed in the lane area). The teams will be given one warning and issued a technical on the bench for each subsequent violation per game. All defenses and pressing are allowed in grades 5-9.
13. The first overtime period will be 2-minute stop time. The second overtime period will be sudden victory- the first team that scores a point will win.
14. All decisions by officials, timers and scorers are final; no protests are allowed.
15. Be ready to play 15 minutes before scheduled game time. Games may start early.
16. Players may not wear jewelry. The tournament coordinator, or site coordinator, must clear any exceptions, prior to the start of the game.
17. Coaches are responsible for their actions and the actions of their players and fans. Inappropriate behavior will not be tolerated. Officials have the authority to assess technical fouls to a team whose fans are exhibiting inappropriate behavior/comments and may forfeit games if necessary because of unsportsmanlike conduct. The Tournament Director reserves the

right to remove from the tournament premises, or refuse admission to, any individual displaying inappropriate behavior.

18. Tournament Director and EBA has the right to alter game format, sites, times, or call forfeits if necessary.
19. Brackets are final. There will be no refunds for any cancellations or forfeits.
20. Inclement Weather: Check our website (<http://www.edinabasketball.com>). If your game is not cancelled and your team does not show, it is a forfeit.

#### **TIE BREAKER RULES**

- a) Head to Head
- b) Point Differential (15 points max per game)
- c) Points allowed
- d) Points scored
- e) Coin Toss

**If there is a three way tie, then steps "b" through "e" apply**

**Official Score for a forfeit will be 2-0, but for point differential calculation, forfeits are 15 points. Points scored are capped at 40 points a game.**