



Tournament Rules and Regulations

Minnesota State High School League Rules apply, **EXCEPT AS FOLLOWS:**

Eligibility: Players may not participate on more than one team in Mankato Basketball Tournaments.

Team Composition: Teams must have 5 players to begin a game but may finish a game with less than 5.

Playing Rules

Game Length: Grade 5-8 games will be played in a 14 minute halves, stop time format. Grade 3-4 games will be played in 20 minute running time halves, stop time in the last minute of each half.

Running time in Grade 5-8 games begins immediately in the second half if the point spread is 20 or greater. Clock will continue to run unless the point spread falls below 15 points.

Halftime: Halftime is 3 minutes.

Overtime: One 2 minute stop time Overtime period will be played. If the game remains tied after the Overtime period, the teams will play a non-timed Sudden Victory period where the first team to score is declared the winner.

Time Outs: Each team is awarded 3 one minute timeouts per game. Timeouts do not carry forward to overtime periods. Teams are awarded 1 one minute timeout for Overtime period, including Sudden Victory.

Protests: Protests are not allowed. Referees and tournament officials will resolve all disputes on the spot, decisions are **FINAL**.

Ejections: Any player ejected from a game will be ineligible for all remaining games that day.

Technical Fouls: Technical fouls result in an automatic award of 2 points to opposing team plus possession of the ball. Any player or coach receiving two technicals will be ineligible and asked to leave the facilities for the remaining portion of the tournament. Removal of player, coach and/or fan for inappropriate behavior will be up to the discretion of the Mankato Basketball Association.

General Rules

Grade 6 - 8

- All defenses and presses are permitted in grades 6 through 8. Pressing is not allowed by a team that is ahead by 20 or more points. The first violation of this rule will result in a warning; subsequent violations will result in Technical Fouls.

Grade 5

- Zone defense is not permitted in Grade 5. Grade 5 is allowed to press only in the last 2 minutes of each half, unless leading by 20 points or greater.

Grade 3 & 4

- Pressing and zone defense are not permitted.
- Players will shoot free throws.

Tie-Breakers for Pool Play:

1st by Head-to-Head

2nd by Least Points Allowed

3rd by Most Points Scored

In the case of a 3 way tie in 5 team pool play, each place will be determined by applying the tie-breaker sequence (head-to-head, least points allowed, most points scored)

Admission: Daily admission for spectators. Two coaches per team admitted free.

Awards: Individual awards given for 1st, 2nd, 3rd in each Grade/Division for brackets of 7 or more. 1st and 2nd places will be awarded for 4, 5, or 6 team brackets or pools. 10 trophies maximum per team.