

# 2016 White Bear Basketball Association

## Traveling Basketball Tournament Rules

**Minnesota State High School League rules shall apply unless otherwise noted below:**

1. Scheduled game time is “forfeit” time. Please be ready at least 10 minutes prior to your scheduled game time. Only when agreed upon by both coaches can a game start early - **No games may start more than 5 minutes early unless approved by the Tournament Director.**
2. Games will consist of two 14 minute stop time halves. Halftime will be 5 minutes.
  - a. Overtime periods
    - i. 1<sup>ST</sup> overtime will be 2 minutes stop time.
    - ii. 2<sup>nd</sup> overtime will be “sudden victory” – first team to score wins.
  - b. Time outs
    - i. 2 timeouts per half (1 minute in length)
    - ii. No carryover of timeouts to overtime. 1 timeout for overtime.
  - c. Mercy rule/timing
    - i. Running time will be used in the last 7 minutes if the score differential is 20 pts or greater.
    - ii. If the score differential goes below 15, then stop time will resume.
3. Game scoring.
  - a. **The “home” team (top team in bracket or first team listed in pool play) must provide an official scorekeeper that is positioned at the score table by the clock keeper.**
  - b. All technical fouls will be awarded 2 points and the ball out of bounds.
    - i. Any player, coach, or spectator receiving 2(two) technical fouls will be disqualified for the remainder of the tournament and are expected to leave the premises for the duration of the tournament.
    - ii. Technical fouls do count towards the team’s total fouls during a half.
4. Competition Rules
  - a. Players are only allowed to play on one team in one division.
  - b. Defense rules
    - i. Full court pressing is not allowed by the winning team when they lead by 15 or more points.
    - ii. **4<sup>th</sup> and 5<sup>th</sup> grade divisions only (5A follows standard rules)**
      1. Teams are not allowed to use zone defenses of any kind at any time.
      2. Teams are not allowed to full court press until the last two minutes of the game and only player to player pressure is allowed.
5. The home team will have preference of uniform color. All teams should bring two different color choices for uniforms.
6. No protests are allowed. All disputes will be decided by the referees and tournament officials at the time of the incident.

**Tie-Breaking procedures are on the reverse side of this document.**

# **POOL PLAY**

## **TIE BREAKER**

### **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.**