



## Hastings Spiral Classic Rules & Regulations

Minnesota High School rules shall apply  
(except as noted below)



**No one will be allowed on the courts during half time except those teams and staff currently scheduled on that court.**

1. 5 minute warm up prior to each game, 3-minute half-time. Per our discretion we may shorten warm ups to stay on schedule.
2. Lineups must be submitted 5 minutes prior to game time
3. All grades will play 14-minute stop halves. Clock will run the last 7 minutes of the 2nd half with a 15-point lead in 4th & 5th grades, and 20 points in 6th – 8th. Clock will stop again when lead falls below 10 points.
4. 4th & 5th grade defensive rules:
  - No pressing for 4th grade.
  - 5th grade, person to person pressing allowed during the last 2 minutes of each half.
    - Person to person and help out defense only within the defensive 3-point arc.

Teams that violate this rule after being warned, will be assessed a technical foul.

  - 6th-8th grade, all defenses allowed.
5. No pressing with 15-point lead in 5th grades, 20 points in 6th – 8th.
6. 4th grade free throws: player must start behind the free throw line, but may step over the line during the act of shooting, not to gain an advantage for rebounding.
7. Three timeouts per game. 1 additional in each overtime. All are one-minute time outs.
8. 1st overtime is 3 minutes stop time. 2nd is first to score
9. Technical fouls: automatic 2 points and the ball out of bounds. Ejection of a player or coach from a game will result in tournament disqualification
10. No protests will be considered. All decisions by officials and scorekeepers are final.
11. Players can only play on one team unless granted prior approval from the tournament director.
12. Home team shall supply the official book keeper who sits at the scoring table. Home team is the top team on the bracket or listed first in the pool game.
13. Bring reversible jerseys or both sets. We will not have pullovers available.
14. Tie Breakers are:
  - 1st tie breaker - head to head,
  - 2nd tie breaker – lowest total points allowed against all teams.
  - 3rd tie breaker – coin toss