



2017 Rochester Tournament Rules

Minnesota State High School League (MSHSL) rules will apply with the following exceptions:

1. 6th, 7th and 8th Grade Games are 14-minute stop halves.
2. **4th and 5th Grade will play 20 minutes running halves. The clock will stop during the last 2 minutes of each half and also for free throws.**
3. Games will NOT start more than 10 minutes ahead of scheduled game time no matter how far ahead that court is, unless both HEAD coaches agree upon it. Each team will be allowed at least a 5-minute warm-up.
4. Five minutes will be allowed at half time (3 minutes, if behind schedule)
5. Each team will be allowed a maximum of two (2) time outs per half, with no carry-overs.
6. The first overtime will be two (2) minutes. If another subsequent overtime is required, the first point wins.
7. Each team is allowed one (1) time-out per overtime, with no carry-overs allowed.
8. Only one coach per bench is allowed to stand. Head coaches are allowed to stand to "coach" players and then must return to bench and remain seated. **Assistant coaches must remain seated at all times.**
9. All flagrant, technical and intentional fouls issued are 2 points (no shots) with the ball being placed in play by the offended team per MSHSL rules.
10. If a team is ahead by 20 or more points with seven minutes or less remaining in the second half, the remainder of the game will be played under running time (except during time outs). Should the deficit be cut to 10 points or less, the game will resume to stop-time.
11. A 28.5 size basketball will be used for the girl's tournament as well as 4th, 5th and 6th grade boy's tournament games.
12. A team must have 5 players to start a game. A team not available within ten (10) minutes of the game start time will forfeit that game.
13. No pressing is allowed in the 2nd half if a team is ahead by 20 or more points.
14. **Full court presses are allowed in all brackets except 4th grade.**
 - When pressing is not allowed and once a defensive player has clear control of the ball, the opposing team must fall back to the other end of the court. When pressing and trapping are not allowed, the defense can pick up their player at half court, but they cannot trap or double team. (They can only trap or double team when a player is within the 3 point arc and they are driving to the basket.
15. Zone defenses are allowed in all brackets except 4th grade. 4th grade must play person-to-person defense.
16. In cases where both teams want to wear the same (or similar) colored jerseys, the bottom team on the bracket will be considered the HOME team and must wear their dark jerseys--similar to Minnesota high school varsity games.
17. **All calls made by officials are final. NO PROTESTS.**