



MEG VANG MEMORIAL TOURNAMENT RULES

The National Federation of High Schools Basketball Rule Book will be followed with the following points of emphasis:

1. The team listed on the top or the left of the pool/bracket will be designated as the home team, and will be responsible for keeping the game's book (if a book keeper is not provided by Minnesota Heat).
2. 3rd and 4th grade games will be 20 minute running time with the last 2 minutes in each half stop time. 5th – 8th grade games will be 14 minutes stop time halves. 9th-11th grade games will be 16 minute stop time halves.
3. If a team leads by 20 points in the last 7 minutes of the 2nd half, "RUNNING TIME" will be in effect. The clock will return to stop time if the score differential is brought back to 10 points or less.
4. The first overtime will be 2 minutes stop time. The second overtime will be 1 minute stop time. All subsequent overtimes will be 1 minute stop time until a winner is declared.
5. Pressing is allowed in all grades EXCEPT 3rd and 4th grade Division 2 and all types of presses are allowed. IN 3rd grade and 4th grade D2, pressing is only allowed in the last minute of the 2nd half and is man to man only. No pressing with a lead of 20 points or more. Zone defense is allowed in all grades EXCEPT 3rd and 4th grade. No pressing or zone in 3rd grade. **In 3rd grade only, players may step over the line on a free throw.**
6. Three 60 second time-outs per regular game. One time-out per overtime. No carryover of time-outs to overtime.
7. No protests. Referee and tournament officials will settle all disputes on the spot. etc. **The tournament director/site director has final say on any issue pertaining to the tournament, teams, rules, etc.**
8. Bonus shots: 1 & 1 will be shot on 7th – 9th team fouls and 2 shots on the 10th and higher team fouls per half. Free throws will be played on the release. A player fouls out on 5 personal fouls.
9. If a coach, player or fan is ejected, per NFHS rules, they must sit out the next game. **This rule will be enforced!**
10. All technical fouls will award the opposing team 2 free throws and possession of the ball.
11. All numbers are eligible 0-99.
12. Players are not allowed to play in the **same age division and level** on two alternate teams. Players may play up above their grade but may not play down.
13. Teams must be ready to play at their scheduled game time. A team will forfeit if they are not ready to play 10 minutes after the scheduled game time. Teams must have 5 players to start a game.
13. The 28.5 basketball will be used for 4th, 5th and 6th grades. The 29.5 basketball will be used for 7th grade and up.
14. Tiebreakers involving 2 or more teams will be as follows:
1) head to head, 2) point differential, 3) points allowed 4) coin flip
For example, if there is a 3 way tie, the point differential is used to determine the champion. **Head to head is used to determine the 2nd and 3rd place. The max point differential is 15.** Forfeits will be scored 15-0.