



**2024 ORONO SPARTAN CLASSIC
Tournament Rules and Regulations**

Jersey Color & Scorekeepers

- Each team must provide a scorekeeper.
- **Home Team:** Top of the bracket, first in a pool play; will wear light jerseys; scorekeeper: score clock.
- **Visiting Team:** Bottom of the bracket, second in a pool play game; will wear dark jerseys; scorekeeper: scoresheet.

Game Time, Time Outs, Overtime

1. All grades will play 14-minute, stop-time halves.
2. Halftime will be three minutes. NOTE: The Tournament Director has the authority to adjust the length of the halftime if necessary.
3. Time outs are limited to:
 - a. Three (3), 60-second time outs per game
4. Overtime Periods: Each team will be awarded one time out for each overtime period with no carryover of unused timeouts. There will be a 60-second intermission between overtime periods.
 - a. The 1st overtime period will be two-minutes, stop-time.
 - b. The 2nd overtime period will be played until the tie is broken (sudden death).
5. Teams are required to be **present 15 minutes prior to the scheduled starting time** and will be **allowed 5 minutes for warm-up**. Officials have the authority to shorten warm ups in order to keep games on schedule.
6. Team line-ups must be logged in the official score book five minutes before the start of the game. Teams will be given a **5 minute grace period** if not present at the scheduled game time. Teams not ready to play with a minimum of 5 players at the end of the grace period will forfeit the game.
7. A game should not begin earlier than the posted game time. Be respectful of the fans planning to arrive to games as well as the posted game time. Teams and spectators are encouraged to arrive 15-30 minutes prior to game time.

Equipment

1. Free throw location and ball size:

Grades	Free Throws	Ball Size – Boys	Ball Size - Girls
4 th	12 Feet	27.5	27.5
5 th -6 th	15 Feet	28.5	28.5
7 th -8 th	15 Feet	29.5	28.5

2. Uniforms: Jersey tops must be of identical color and it is recommended they be numbered on the front and back. A team may not have both numbers 0 and 00. Teams are encouraged to bring two sets of jerseys, if available.
3. All jewelry must be removed prior to stepping onto the court. Players are not allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

Playing Rules

1. Free Throws: Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half.
2. Technical Fouls: Two points and the ball will be awarded to the opposing team (do not shoot free throws on technical fouls).
3. Defense/Pressing:

Grades	Half-Court Defense	Full-Court Defense
4 th	Person-to-Person Only	Not Allowed
5 th	Person-to-Person Only	Person-to-Person Only
6 th -8 th	No Restrictions	No Restrictions



- 4.
5. If a team is ahead by 20+ points with 7 minutes or less remaining in the second half, the remainder of the game will be played under running time. If the lead comes within 10 points or less, stop time will resume. After a time out, the clock will start when the ball is touched by any player inbounds.
 - a. Exception: NO teams may use a full-court press if they are ahead of their opponent by 20+ points.
 - b. Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.
6. Bonus one-and-one free throws on the **7th foul** in each half. Two shot bonus on the **10th foul** of each half.
7. The alternate possession rule will be used in all **jump ball situations**, with the exceptions of the beginning of the game and the beginning of each overtime period.
8. Players will foul out after their fifth (5) personal foul. If a team has only five players left in the game, no player shall foul out of the game after their fifth foul. Any subsequent fouls on that player will result in the fouled team be awarded a technical foul (2 pts, no shot) plus the ball out of bounds.
9. FORFEIT POLICY: Please make every effort to get to your games. If you need to forfeit a game, please notify the tournament director as soon as possible to notify them of the forfeit. We will then notify the opposing team. Be sure to list your complete team name and grade of the team. Forfeits will be scored 15-0.
10. Coaches are responsible for their actions plus the action of their players and fans. **Inappropriate behavior will not be tolerated.** The decisions of the official will be final and they have the authority to forfeit games if necessary. In addition, any players, coach or fan thrown out of a game will be removed from the tournament.
11. Ejection Policy: Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest AND the next scheduled contest. Any player, coach or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the remainder of the entire competition and may be subject to additional disciplinary action(s). Some examples of "flagrant unsportsmanlike conduct" include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.

NFHS Misunderstood Rules

RULE 3. PLAYERS, SUBSTITUTES and EQUIPMENT

SECTION 5 TEAM MEMBER'S EQUIPMENT, APPAREL (NFHS Basketball Rules Book page 25-26) ART. 1...The referee shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate.

Note: Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with unique and extending circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others, or place opponents at a disadvantage.

ART. 2...Guards, casts, and braces must meet the following guidelines:

- a. A guard cast or brace of a hard and unyielding substance, such as, but not limited to, leather, plaster, plastic, or metal shall not be worn on the elbow, hand, finger/thumb, wrist or forearm, even though covered with soft padding.
- b. Hard and unyielding items (guards, casts, braces, etc.) on the upper arm or shoulder must be padded with a closed-cell, slowrecovery foam padding no less than ½" thick.
- c. Knee and ankle braces which are unaltered from manufacturer's original design/production are permitted and do not require any additional padding/covering nor do braces need to meet the color restrictions.

NOTE: A brace is defined as anything worn for a medical purpose to increase stability. In general, it is made of neoprene or elastic knit with an insert embedded to support the joint. It may or may not have a hinge and/or straps or an opening over the kneecap.

- d. A protective face mask may be worn and made of hard material but must be worn molded to the face with no protrusions.
- e. Must be worn for medical reasons.

ART. 7... Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible (NFHS Basketball Rules Book page 27). **SECTION 5 BASKET, CHOICE** (NFHS Basketball Rules Book page 28-29)

ART. 4...If by mistake the officials permit a team to go the wrong direction, when discovered all points scored, fouls committed, and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction based on bench location.

The MSHSL Restricted Arc Rule will not be used in any MYBA tournaments. Not all courts have the arc installed and we will not be using the rule at any age group.