



Minnetonka Girls Basketball Snow Globe Classic

2023 Tournament Rules and Regulations

Jersey Color and Score Keepers

1. The home team is listed at the top in the bracket (or first in a pool play game) and is responsible for furnishing the game ball. Home team wears light uniforms, the visiting team dark uniforms.
2. Each team may need to provide a scorekeeper or someone to run the clock. Minnetonka hopes to have many of these positions filled by our volunteers, but it may be necessary to have parents from the home or visiting team help out in these roles. If one only one parent volunteer is required, the home team will furnish the scorekeeper.
3. Teams should bring their own warm-up balls.

Timing Factors

4. A team must have five players on the floor to start a game.
5. A team not ready to play five minutes after the scheduled starting time will forfeit.
6. Game Clock
 - a. **3rd-4th Grade** will play two 20-minute running halves until the clock reaches 2 minutes left in each half. At that time, stop-time kicks in. (Note: The Tournament Director has the authority to adjust the length of half-time if necessary.)
 - b. **5th-8th Grade** will play 14-minute stop-time halves. There will be a three-minute break at half time. (Note: The Tournament Director has the authority to adjust the length of half-time if necessary.)
7. Each team will be allowed three one-minute time outs per game. One time-out will be allowed per overtime, except for sudden victory overtimes. Unused timeouts do not carry over.
8. There will be a one -minute break before each overtime period. The first overtime period will be two-minutes. If the game is still tied there will be a 2nd overtime and the first team to score being declared the winner (sudden victory). Each team will be allowed one time out during the two-minute overtime. There will be no time outs during the sudden victory overtime.

Equipment

9. Free Throw and ball size:

Grades	Free Throws	Ball Size
3-4	12 feet - may not jump over	27.5
5-8	15 feet - may not jump over	28.5

Playing Rules

10. **Technical fouls** will not be shot. Two points and the ball will be awarded on all technical fouls. (No free throws will be shot)
11. **Three point** field goals will be allowed on floors that are appropriately marked.
12. **Bonus free throw** (1-and -1) will be shot on the 7th team foul and double bonus (2 shots) on the 10th team foul per half.
13. Players are disqualified after their 5th personal foul.
14. If a 20 point lead is attained in the last 7 minutes of a game, running time is in effect until the game ends or the lead is reduced to 10 points or below. During running time the clock will stop for time outs and injuries.

Defensive Rules

15.

Grades	Half-Court Defense	Full-Court Defense
3-4	Person-to-Person Only No Double Teaming/Trapping	Not Allowed Must Drop Back to Half Court Exception - a player to player full court press is allowed in the last two minutes of each half.
5	Person-to-Person Only No Double Teaming/Trapping	Person-to-Person Only No Double Teaming/Trapping
6-8	No Restrictions	No Restrictions

16. A team leading by 20 points or more during any part of the game may not use a full court press. Penalty - After the first warning, the penalty for each violation of this rule will be a technical foul.
17. **The following definitions from USA Basketball Youth Development will be used.**
 - a. **1. Player-to-Player Defense:** • Each player is responsible for guarding and moving with one offensive player. This requires the defensive player to move according to the offensive player's movements with or without the ball. • The defensive player must stay on the same side of the court as the offensive player, divided by the rim line. • If an offensive player with the ball advances past their defensive player, another defender may rotate to guard that offensive player.
 - b. **2. Pressing Defense:** Defensive guarding, either on or off the ball, within the backcourt
 - c. **3. Double-Team:** Two or more defensive players guarding a single offensive player
The "spirit of the rule" is to allow players to develop and learn the game of basketball.

Other

18. No protests allowed. All decisions by officials and scorekeepers/timers are final.
19. Minnesota State High School League Rules will govern in all other situations.
20. **Players, coaches and fans must follow good sportsmanship rules.** Inappropriate actions and/or words by coaches, fans and players will not be tolerated. The first time a warning will be given. The second time the person will be asked by the tournament's gym supervisor to leave the gym. The game will be stopped until the person leaves. If they have not left within 5 minutes the game will be called and the coach's, player's or fan's team will forfeit. If a second offense is committed during the tournament, the person will not be allowed to attend any more games. Coaches are responsible for informing their assistant coaches, players and fans of this rule.
21. In pool brackets the top teams will be determined as follows:
 - a. Most Wins.
 - b. Head to Head Record.
 - c. Lowest total points allowed against all teams.
 - d. Point Differential
 - d. Coin toss.