



JANUARY 26th & 27th, 2019

TOURNAMENT RULES

1. Pre-Game - Attendance is required 15 minutes before scheduled game times. Games may start early. The decision whether or not to start early is at the sole discretion of the tournament officials. Teams not on the floor at the scheduled start time will forfeit with a 15-0 score. No refund will be provided to the team that is not on the court on time. A five minute grace period is given for the first game only. Team Line-ups must be logged in the official score book five minutes before the start of the game. Five-minute pre-game warm-ups will be held if possible.
2. Home team is on the TOP of brackets and labeled as such on pool play games. Home team is responsible for providing the game ball and the official game scorekeeper. Home team wears Dark. Please have both sets of jerseys with you and be dressed in the proper uniform prior to the start of your game.
3. Players may not wear jewelry. This includes “taped” jewelry.
4. Teams must have 5 players to start a game but may finish with 4 players. A player can only be registered to play with one team during the whole tournament.
5. 14-minute stop time halves. Three minute half-times.
6. Three one minute time-outs per game. No carryover into overtime.
7. One two-minute overtime period, then sudden death. One time-out per overtime. No time-outs allowed during sudden death overtime.
8. Technical foul(s): the opposing team will be awarded two points and the ball.
9. No pressing after a lead of 20 points or more. One warning given. After the first warning, the penalty for each violation will be a technical foul. The clock will run in the last seven minutes of the second half if a team is ahead by 20 points. The clock will continue to run until the lead falls below 10 points, then back to stop time.

10. 4th grade:
 - a. 27.5" ball will be used
 - b. No full court press allowed
 - c. Only person to person defense is allowed
 - d. Players may cross the line during the act of shooting their free throw shot
11. 5-8th grade: All defenses allowed.
12. Tournament Director has the right to alter format, sites, and times, if necessary.
13. Pool Play – Tie breaker rules:
 - a. Win/Loss Record
 - b. Head to Head
 - c. Fewest points allowed in all games
 - d. Highest point differential in all games (max. of 15 pts/game)
 - e. Coin flip
 - f. Repeat as necessary
15. Forest Lake Hoops Club expects all players, coaches and spectators to encourage good sportsmanship by demonstrating positive support for the players, coaches and officials. MYAS Code of Conduct applies to all aspects of the Freeze Tournament.
16. Referees and/or tournament officials, will resolve all disputes as they occur. Decisions are final and not subject to appeal.
17. No swearing, abusive or bullying behavior will be allowed. Inappropriate actions and/or words by coaches, players, and spectators will not be tolerated.
18. Coaches are responsible for the conduct of their players and fans.
19. Coaches, players, or fans exhibiting unsportsmanlike conduct may be asked to leave the facility by the referees and/or tournament officials. Refusal to leave within five minutes will result in a forfeit of the game. If the situation persists, the entire team will be removed from the rest of the tournament with no refund due.
20. A coach or player who receives a second technical in a single game will be ejected for the remainder of the game. Whether the coach or player is allowed to stay in the building will be determined by Forest Lake Hoops Club.
21. Minnesota State High School League Rules will govern in all other situations.

