

# 49th ANNUAL CGAA CLASSIC

## BOYS BASKETBALL TOURNAMENT RULES

**Minnesota State High School League Rules will be in force with the following changes:**

1. The OFFICIAL SCORER and GAME BALL is to be furnished by the home designate and is required to be at the scorer’s table and use the official score sheet provided. **Top team on bracket or first team listed (pool play) is the Home Team and will wear light uniforms.** Visiting teams will wear dark uniforms and may be asked to provide a clock operator if a high school player is not available.

2. Lineups must be submitted to the score table 5 minutes prior to starting the game. Teams will have a 5 Minute Warmup period (this may be reduced to keep games on schedule). Teams not on the floor 10 minutes after scheduled starting time forfeit. Forfeits are scored as 15-0. Teams must have at least 5 players to start a game.

3. All **3<sup>rd</sup> & 4<sup>th</sup> grade** games are two 20-minute running time halves, the last two minutes of the 2<sup>nd</sup> half will be stop time, the clock stops on timeouts and injury timeouts only, the clock will not stop on free throws. If a team has a 15-point lead within the last 2 minutes of the game, the clock will continue on running time.

4. All **5<sup>th</sup>-8<sup>th</sup> grade** games are 14-minute stop time halves. A 20-point lead with 10 Min left in the 2nd half will result in a change to running time until the lead drops below 14 points.

5. There will be a 3-minute half-time break. This may be reduced if games are running behind.  
 \*\*Over-time will be one, 2-minute stop-time period for all grades. If the score is tied after one over-time period, the second over-time period will be sudden death. The first team to score a point wins.

6. Each team is allowed **3** one-minute time outs **per game**. One time out is allowed per team for each overtime period. Unused time outs do not carry over.

**7. Defense/ Pressing/ Basketball Size**

Grades	Half-Court Defense	Full-Court Defense	Basketball Size
3 <sup>rd</sup> -4 <sup>th</sup>	Person-to-Person Only	Not Allowed	27.5
5 <sup>th</sup>	Person-to-Person Only	Person-to-Person Only	28.5
6 <sup>th</sup>	No Restrictions	No Restrictions	28.5
7 <sup>th</sup> – 8 <sup>th</sup>	No Restrictions	No Restrictions	29.5

• **NO** teams may use a full-court press if they are ahead of their opponent by 20+ points. After the first warning, the penalty for each violation of this rule will be a technical foul.

8. Free Throws: Grades 3 & 4 will shoot free throws from 12 feet. All others from Regulation Line. Bonus free throws to be shot on the 7<sup>th</sup> team foul of each half. The 10<sup>th</sup> team foul of each half, 2 free throws are awarded.

- Technical fouls will not be shot. All technical fouls will be a 2-point award and the ball. A player or a coach will be ejected from the game & building should they be assessed with a 2nd technical foul.

9. Tie Breakers for Round Robin and Pool Play formats are as follows: 1) Winning Percentage, 2) head-to-head results (when only 2 teams are tied), 3) point differential with a maximum of 15 points per game, 4) least points allowed, 5) most points scored. We are utilizing MYAS Register Play for the calculations.

10. There will be a jump ball to start the game & over-time periods with alternate possession thereafter.

11. Players, coaches, parents, and fans are expected to always display good sportsmanship.

12. No protests will be considered. All decisions will be made by the officials on the floor.