



Mounds View Girls Classic 2021 RULES

1. Minnesota State High School League Rules will apply except as noted below.
2. The team listed at the top or the left of the bracket will be designated at the home team (except when playing a Mounds View Team). Referees will select a game ball from the designated home team. The home team has preference for uniform color.
3. The home team provides a scorekeeper.
4. Game times and locations are listed on the tournament brackets. Teams should check the website and posted brackets carefully for locations, times and court numbers, for any updates. Sites and times are subject to change.
5. Arrival Time – Teams should be available at the game location at least 15 minutes before game time. A minimum of 5 minutes will be permitted for warm-ups.
6. Line-ups must be in the official scorebook/score sheet at least 5 minutes before game time. A team must have at least 5 players on the floor ready to play at game time or they will forfeit that game. Teams can play with 4 players if one of the 5 players fouls out.
7. Length of Games –
 - a. Games will consist of two, 14-minute halves with stop time. Teams will be permitted 3 minutes rest at half time. Tournament officials may shorten half times, if necessary.
 - b. If a team leads by 20 points in the last 7 minutes of the second half, running time will be in effect. The clock will run continuously, except for time-outs. The clock will return to stop time if the score differential is brought back to 10 points or less.
8. Overtime – there will be a 1-minute break following regulation time. The first overtime will be 2 minutes stop time. The second overtime will be played until one team scores (sudden death). **CHAMPIONSHIP GAMES**, overtime/subsequent periods will be 2-minute stop time.
9. Time Outs – Each team will be allowed three time-outs (60-second) per regulation game. One 60-second time-out per overtime. No carryover time-outs for overtime.
10. Tournament Schedule – The site manager reserves the right to change the length of time-outs, time between halves, pre-game warm-ups, or other times as necessary to maintain the tournament schedule.
11. Fouls – The one-and-one bonus will be in effect on the seventh foul. Teams will shoot two free throws on the tenth and subsequent fouls. A player will be disqualified after 5 personal fouls.
12. Technical Fouls will not be a shot. A bench technical foul will result in an automatic two points and possession of the ball to the opposing team. A floor technical foul will result in an automatic one point and possession of the ball to the opposing team. A player or coach who is assessed two technical fouls will be ejected from the game. Coaches ejected from a game must also leave the building.
13. Defense, Full Court Press and Ball Size –
 - a. The table below describes the defense and full court press restrictions for each grade level. The ball size is also included.

Grades	Half-Court Defense	Full-Court Defense	Free Throws	Ball Size	
				Boys	Girls
4 th	<ul style="list-style-type: none"> Person-to-person only No double teaming/trapping 	<ul style="list-style-type: none"> Not allowed Must drop back to half court 	<ul style="list-style-type: none"> 12 feet Player is not allowed to cross the 12-foot line 	27.5"	27.5"
5 th	<ul style="list-style-type: none"> Person-to-person only No double teaming/trapping 	<ul style="list-style-type: none"> Person-to-person only No double teaming/trapping 	<ul style="list-style-type: none"> 15 feet 	28.5"	28.5"
6 th	<ul style="list-style-type: none"> No restrictions 	<ul style="list-style-type: none"> No restrictions 	<ul style="list-style-type: none"> 15 feet 	28.5"	28.5"
7 th and 8 th	<ul style="list-style-type: none"> No restrictions 	<ul style="list-style-type: none"> No restrictions 	<ul style="list-style-type: none"> 15 feet 	29.5"	28.5"

- b. Teams must drop back to a half-court defense if leading by 20 points. The press cannot be resumed unless the lead is cut to 10 points.
- c. Violations: First offense – a warning will be issued; all subsequent offenses – technical foul.

14. **4th Grade Exceptions:** If a timeout is called in the backcourt with under 30-seconds remaining in the game, the 10-second backcourt violation count will not reset.

15. Three-point field goals will be allowed where the court is properly marked.

16. No protests. Referees and tournament officials will settle all disputes on the spot.

17. Pool Play – Tiebreakers:

- a. Two Team Tie: Head-to-head competition between the teams shall determine the winner.
- b. Three or More Teams Tied (Do not revert back to head-to-head after the first place winner is determined):
 - i. Total point differential of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.
 - ii. If more than two teams are still tied after the application of Step One, the point differentials of the teams not involved in the tie are added and the results recalculated.
 - iii. If more than two teams are still tied after application of Step Two, a three-way flip of the coin will break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams will be broken based upon the results of their head-to-head competition.

18. Forfeits

- a. All forfeits are scored 15-0.
- b. If a team is playing in a pool play format and forfeits any game, they will automatically be determined to be the last place team in their pool regardless of win/loss record and/or point differential.

19. **SPORTSMANSHIP – Coaches are responsible for the conduct of their players and fans. Any coach, player or spectator ejected from a game due to unsportsmanlike conduct, must immediately exit the building and will be ejected for the remainder of the tournament. If a coach, player or spectator refuses to leave the building after being ejected, the game will be forfeited.** This rule will be strictly enforced by MVBA. We expect everyone to conduct good sportsmanship and have fun. There's more to life than youth basketball.

20. Visit www.moundsviewbasketball.com for tournament brackets, updates, game times, locations, directions and rules. Any questions or concerns, please contact MVBA Tournament Director, Jason Whitehill, 612-413-3303