ERGYB

TOURNAMENT RULES & REGULATIONS

1. Pre-Game - Attendance is required 15 minutes prior to the scheduled starting time. Team

 lineups must be logged in the official score book five minutes before the start of the game.

2. Game Start Time – Games will not start any earlier than 10 minutes before scheduled start

 time. Permission must be received from both head coaches and the Tournament Director prior to

 any early starts.

3. Home Team - The home team is listed at the top in the bracket (for pool play the home team

 will be the team listed first in the bracket) and is responsible for furnishing the game ball and

 for keeping the “official” book at the scorekeeper table. The HOME TEAM will wear the light-colored uniforms.

4. \*\* ALL ELK RIVER TEAMS WILL BE CONSIDERED THE HOME TEAM REGARDLESS OF POSTION

 ON BRACKET \*\*

5. Players - A team must have five players on the floor to start a game. A player may play up a

 grade, but a player can only be registered to play with one team during the whole tournament.

6. Forfeit – Any team not ready to play 5 minutes after the scheduled start time will forfeit.

7. Timing

 a. Grades 5-8 will consist of 14-minute stop-time halves with a three-minute break at

half time. If games are running behind, the tournament officials may shorten warm-up and half

times and may use a running clock.

 b. Grade 4 will play 20-minute run-time halves with a three-minute break at half time and two-minute stop time at the end of the second half in game is within 20 points.

8. Time Outs - Each team will be allowed three one-minute time outs per game. One time-out

 will be allowed in each overtime period except for sudden death overtime. Unused time outs

 do not carry over.

9. Overtime – The first overtime will be two minutes long. The second overtime will be sudden

 death. The first team to lead by one point in sudden death will be the winner. For all “trophy”

 games we will use continuous 2-minute overtimes until we have a winner.

10. Three-point field goals - Will be allowed on floors that are appropriately marked.

11. Bonus shots – Bonus shots will be awarded on the seventh team foul per half. Double

 bonus will be awarded on the 10th team foul per half.

12. Technical fouls - Will not be shot. Two points and the ball will be awarded on all technical

 fouls.

13. Run time – In the second half with less than seven minutes to play, the game shall become

 running time if a team is ahead by 20 points or more. Running time will continue until the trailing

 team cuts the lead to 10 points or less, at which point the game will return to stop time. If

 games are running behind; we reserve the right to use running time at any time a team is ahead

 by 20 points or more. This must be approved by the Tournament Director.

14. Defense

* Grades 6-8 have no restrictions on full or half-court defenses.
* In 5th grade only person to person defense is allowed in full or half-court defenses.
* In 4th grade there will be no pressing allowed. Only person-to-person defense will be allowed.
* Teams may not use a full-court press if they are ahead of their opponent by 20 or more points.
* After the first warning, the penalty for each violation will be a technical foul.

15. 4th Grade Free Throws – Free throws will be shot from 12’.

16. 4th Grade – 27.5” Basketballs will be used.

17. 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.).

18. No protests allowed. Referees and tournament officials will settle all disputes on the floor.

19. Minnesota State High School League Rules will govern in all other situations.

20. Inappropriate actions and/or words by coaches, players, and spectators will not be

 tolerated. Any player or coach that receives two technical fouls during any single game shall

 be ejected.

* 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 of coach), repeated use of profane language, etc. The Protest Committee may review a disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. Furthermore, any person ejected from a contest must leave the vicinity (out of sight and sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team until such time that the suspension has been lifted. Failure to comply with the rules of ejection may result in game forfeiture.