

**MAHTOMEDI BASKETBALL ASSOCIATION  
2023 TOURNAMENT RULES**

**Minnesota State High School League Rules will govern with the following clarifications:**

1. Teams must be ready to play 15 minutes prior to scheduled game time. Three coaches from each team will be admitted free of charge. Line-ups must be submitted to the scorer's table 5 minutes prior to the start of each game. Referees will start the game up to 10 minutes early if at least 5 minutes are given for warm-ups.
2. A team must have 5 players present to start a game. Teams not having 5 players present within 5 minutes of the scheduled start will forfeit the game. Only the tournament officials (the MBA President or Tournament Director) may rule on forfeits.
3. Each team will have a 5-minute warm-up prior to each game. There will be a 4-minute break at half time. Referees may opt to shorten these time periods if the game is running behind.
4. All games will be 14 minute halves (stop time). Running time will be used if a team is leading by 20 points or more **in the final 7 minutes of the second half**. If the lead drops below 15 points, stop-time will be reinstated. During running time the clock will be stopped for time-outs and injuries
5. **1<sup>st</sup> overtime: 2 minute stopped time. 2<sup>nd</sup> overtime: Sudden death – first point scored.**
6. 3 time-outs per game, 1 time-out per overtime. Unused time-outs will not carryover.
7. Defensive and Pressing Rules:
  - a. No full court press at the 4th grade level.
  - b. No full court press allowed for a team leading by 20 points or more.
  - c. For 4<sup>th</sup> grade, after they cross half court, person-to-person defense must be used. First offense – a warning will be issued; second offense – technical foul.
  - d. For 5<sup>th</sup> grade only person-to-person defense is allowed. No zone defense permitted.
8. 4th graders will shoot free throws from 12 feet.
9. 4<sup>th</sup> grade will use the 27.5 ball size.
10. Player Eligibility follows MYAS guidelines. Players may play on only one team. Players may only play on a team that they are normally rostered throughout the season. (players typically playing up grade levels may not drop back to their age group for this tournament).
11. Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half.
12. **Technical fouls: The offended team must shoot all technical fouls.** Any person, player or coach receiving 2 technical fouls will be disqualified and must leave the court and the tournament site – no exceptions.
13. No protests are allowed. The referees and tournament officials will settle all disputes.
14. We will make our best effort to provide a scorer for each game. However, if needed, the home team is responsible for providing an official scorer for the game. The official scorer must sit at the scorer's table and must use the official score sheet provided for the game.
15. Home team is indicated as top team listed on the bracket, or first team listed in pool play. Home team will wear dark uniforms, visitor will wear light uniforms.

16. Pool Play Tie Breaker Rules: Two Team Tie: Head-to-Head competition Three or more teams tied Point Differential (max 15) If more than two teams are tied, a point differential tie breaker will be applied. The Point differential of each game, for the teams in the tiebreak against each other, is totaled. Once the pool play winner has been determined, the tie between the remaining two teams, shall be broke based on head-to-head competition. If more than two teams are still tied after the application of step one, a three-way flip of the coin will break the tie