



Welcome to the St. Francis Basketball Tournament. We are glad you are here. SFBA is proud to host this tournament and we hope your players and fans have a great time this weekend. Trophies will be awarded for 1st and 2nd place for smaller brackets (4 teams or less) and 1st, 2nd, and 3rd for larger brackets (more than 4 teams).

SFBA Traveling Basketball Tournament Rules

1. Minnesota State High School League Rules will apply except as noted below.
2. St. Francis teams will always be the home team. Otherwise, the home team is the first/top team listed on the pool or bracket schedule. Home teams will wear dark colored uniforms; away teams will wear light colored uniforms. Each team will supply their own practice balls. The home team must supply the game ball and the official scorekeeper, if needed.
3. Coaches are also responsible for the players AND fans behavior and sportsmanship.
4. Game times and locations are listed on the tournament brackets. Teams should check brackets carefully for locations and times and should consult the master schedule posted online for any updates. Game times/locations are subject to change.
5. Arrival Time - Teams should be available at the game location at least fifteen minutes before game time. A minimum of three minutes will be permitted for warm-ups.
6. Team line-ups must be in the official scorebook before game time. A team must have five players on the floor ready to play at game time or they will forfeit that game. After the start of the game, the team must have four players on the floor.
7. Length of Games – All games will consist of **two 20-minute running time halves**, with stop time the last two minutes of the second half, if the game is within 15 points. Teams will be permitted 3 minutes at half-time.
8. Overtime – First overtime will be two minutes running time, stop time the last 30 seconds. Second overtime will be sudden death. A jump ball will start each overtime.
9. Time Outs - Each team will have **two timeouts per half**. Unused time-outs **DO NOT** carry over. Each team gets one timeout for first overtime, no timeouts in second overtime. Each timeout will be one minute long.
10. Tournament Schedule -The Site Manager/Referee reserves the right to change the length of time-outs, time between halves, pre-game warm-up time, or other times as needed to maintain the Tournament Schedule.

11. **Technical Fouls will NOT be shot.** A technical foul will result in an automatic two points and possession of the ball for the opposing team. A double technical foul (one on each team) will result in a jump ball. 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. Remainder of participation will be determined by officials and/or SFBA.
12. Defenses and Full Court Press:
- a. 3rd & 4th Grade – No Zone Defense or Pressing; Switching and help-side defense is allowed. A team can full-court, man-to-man press if the game is within 6-points or less in the final 1-minute of the second half and overtime.
 - b. 5th Grade – Zone or man-to man defense; No pressing until 10 minutes left in the second half of the game and overtime. No pressing if a team is ahead by more than 15-points.
 - c. 6th – 8th Grade – All defenses are allowed. Full court press is permitted unless a team is ahead by more than 20-points. A team that is leading by more than 20-points that fails to fall back, will be given one warning for the first violation and then a technical foul for the second and subsequent violations.
13. Three-Point field goals will be allowed where the court is so marked.
14. 3rd and 4th grade players can shoot from 12' (marked with tape) and are allowed to jump over the line. 5th grade must shoot behind the free throw line but may jump over.
15. 3rd and 4th grade will use a 27.5" ball, 5th and 6th grade will use a 28.5" ball, and 7th and 8th grade will use a 29.5" ball for this tournament.
16. Protests will NOT be honored. All disputes will be settled by the game referees and, if necessary, the Site Manager.
17. Respect the Officials - The Officials are doing the best job that they can. It's not easy to officiate a game where the athletes are just learning how to play. Give them some respect, they are calling it the best they can, and they should be thanked by everyone for taking the time to do a job that very few people are choosing to do. Officials can remove any spectator/player/coach if they deem it necessary.
18. Spectators and Coaches - Be respectful to those around you. We are all here to cheer on our teams, let's do it in a respectful way and understand that these athletes are kids and just starting to learn the great game of basketball. Let's not ruin it for them by being disrespectful, and that includes the officials. Our kids are watching, be great role models. Also, please respect the facility. If you see trash, please put it in the trash can - your help would be greatly appreciated.
19. See Pool Play Tie-Breaker Rules on following page.
20. Play Hard and HAVE FUN!!!



SFBA Traveling Basketball Pool Play Tie-Breaker Rules

Two Team Tie

In a situation where two teams are tied, head-to-head competition between the teams shall determine the winner.

Three or More Teams Tied

Step One:

If more than two teams are tied, a point differential tie breaker will be applied. The point differentials 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 rank is determined the pool play winner. (Regardless of the actual game scores, 13 points is the maximum plus or minus total that will be factored into the point differential calculation.) Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on the head-to-head competition.

Step Two:

If more than two teams are still tied after the application of Step One, the pool play winner will be determined via total points scored. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition.

Step Three:

If more than two teams are still tied after the application of Step Two, a three-way flip of a coin shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition.

Special Note: All forfeits are scored 13-0.