



TIMBERRRRR TOURNAMENT RULES & REGULATIONS

1. **Pre-Game** – Attendance is required 15 minutes prior to the scheduled starting time of the first game of the day. Team line-ups 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 20 minutes before scheduled start time. Permission must be received from both head coaches 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). The home team will wear a dark color jersey.

★ **Grand Rapids teams will be the home team, regardless of their position in the pool or bracket.**
4. **Players** – A team must have five players on the floor to start a game.
★ A player can only be registered to play with one team during the whole tournament.
5. **Forfeit** – Any team not ready to play within a reasonable amount of time after the scheduled start time will forfeit. This will be up to the tournament officials' discretion.
6. **Game Timing** – All games will consist of (2) 20-minute run-time halves with two-minute stop time at the end of the second half (unless one team is leading by 10 or more points), a three-minute half-time, and a five-minute warm-up. If games are running behind, tournament officials may shorten halftime and warm-ups.
7. **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 timeouts do not carry over.
8. **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. A jump ball will start each overtime.
9. **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.
10. **Technical fouls** – Two points and the ball will be awarded on all technical fouls.
11. **Game balls** – The official tournament ball will be 28.5 inches.
12. **Defense – Grades 5-6:** No restrictions on full or half-court defenses; **teams may not use a full-court press if they are ahead of their opponent by 15 or more points.** After the first warning, the penalty for each violation will be a technical foul. **3rd and 4th grade:** Pressing is allowed in the final two minutes of the game only if the margin is 15 points or less; Only person-to-person defense is allowed.
13. **3rd & 4th Grade Free Throws** – The free-throw line will be set at 13-feet. Free throw shooters must shoot behind the line, however, their forward momentum may carry them past the free throw line. There will be no violation unless they start over the line.
14. **No protests allowed** – Referees and tournament officials will settle all disputes on the floor. All decisions are final.



15. **Pool Play** - Seeding/winner will be determined by the following criteria:
 - a. Head to head matchup
 - b. Lowest average points allowed
 - c. Free throw shooting contest total
16. **Minnesota State High School League Rules will govern in all other situations.**
17. ***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. Additionally, the referees shall have the right to eject any spectator that the referee feels is not demonstrating good sportsmanship. Any spectator ejected for any reason shall not be allowed to return for the remainder of the tournament. In the event of an ejection, the game will be stopped until the person(s) leaves. If they have not left after five minutes the game will be called and the coach's, player's, or spectator's team will forfeit. Any coach or player picking up a third technical for any reason will be ejected for the remainder of the tournament.***

Other Tournament Information:

Player Eligibility

Players must be enrolled in the grade in which they are participating. However, it is permissible to play up. A player can only play on one team.

Team Composition

Teams must be comprised of a bona fide traveling basketball association. No All-Star, Independent, or Renegade teams will be permitted to play.

First Aid

Each team is required to provide their own first aid supplies, water bottles, tape, etc. Grand Rapids Area Basketball Association will have ice available.

Free-Throw Contest

The Grand Rapids Area Basketball Association will conduct a free-throw contest for each team before the start of their first game of the tournament.

Each player on a team will shoot one free throw, for a total of 10 free throws. Teams with less than 10 players will be permitted to have selected player(s) shoot one additional free throw until they reach a total of 10 free throws. In no case shall one individual player shoot more than two free throws. The contest will take place before the team's first scheduled game. Prizes will be awarded to all players on the winning team (10 per Team).

- ★ Free throw shooting contest tie breakers:
 - The team with the most FTs made in a row.
 - Sudden death shoot off - one player from each team shoots until one misses.
- ★ The free-throw shooting contest will be used as the third tie breaker for pool play.

Awards

Awards will be limited to 10 players:

- 1st – Trophies
- 2nd Place & 3rd Place – Medals