



# Bloomington Jefferson Jaguar Classic Tournament

## January 20,21, 2024

### Tournament Rules

Minnesota High School League rules will be observed with the following notations/changes

Official Score Book: The official score book will be provided by the home team during each game. The "Home Team" is designated as the first team or top team listed in the pool game or bracket game. In the event that a clock operator is not provided, the visiting team will provide a clock operator.

Home/Away: The home team is the first or top team listed on the pool or bracket schedule. The home team must supply the official scorekeeper, if needed.

#### Game Length:

4th and 5th Grades : Games will consist of two 20-minute running time halves, with stop-time the last 2 minutes of both the first half and the game. Running time will apply through the last two minutes of the game if the lead is 20 points or more. Stop time will resume if the lead is cut to 10 points or less in the last two minutes of the game

6th, 7th and 8th Grades : Games will consist of two 14 minute stop time halves. Running time will apply starting the last 7 minutes if there is a 20 point spread between the two teams. Stop time will resume if the lead is cut to 10 points or less.

Halftime: There will be a 2-minute break at half time.

Timeouts: Each team will have three (3) 30-second timeouts per game during the regulation time. For each overtime period, one timeout is granted. No carryover into extra periods.

Overtime: In the case of a tie at the end of regulation, the first overtime will be 2 minute, stop time. If a second overtime period is necessary, it will be sudden death. Each overtime will start with a jump ball.

Start Times: Teams should be at the game location 15-30 minutes prior to the game time. Games are expected to start on-time and should start no earlier than 10 minutes prior to the scheduled start time unless agreed to by a Jefferson Boys Traveling Basketball Board Member or onsite coordinator. Referees or site managers may shorten warm-up times to keep the tournament on schedule. Please check the brackets on Tourney Machine for game times and locations.

A team cannot start with less than 5 players. If enough players are not on the floor 5 minutes after the scheduled start time, the game is forfeit. The score of a forfeit is 15-0.

The line-up must be entered on the official score sheet before game time. If an incorrect line-up is entered on the official score sheet, the bench will receive a technical foul.



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Free Throws: Bonus (one and one) free throws will be shot on the 7<sup>th</sup> foul per half. Double bonus is in effect on the 10<sup>th</sup> foul at which time 2 shots are awarded.

Grades 4 will shoot free throws from 12 feet. Referee's discretion if floor is not marked.

Fouls: A 5<sup>th</sup> foul will result in player disqualification from the game.

Technical Fouls: Any technical foul (bench or player) will result in an automatic 2 points and the ball for the opposing team. Any player or coach receiving two technical fouls in a game will be ejected and required to leave the building. Violators are subject to ejection for the duration of the tournament.

Three-Pointers: The three-point rule is in effect where the floor is appropriately marked.

Ball Size: Grades 4 will use a 27.5 size basketball. Grades 5 and 6 will use a 28.5 size basketball. Grades 7 and 8 will use a 29.5 size basketball.

#### Defenses Allowed:

Grade 4: Half court-person-to-person only.

Grade 5: Full court press is person-to-person only. No zone/No double-teaming/No trapping.

Grades 6-8: All types of defenses allowed.

All Grades : A team that is ahead by 20 points or more may no longer use a full court press.

Other: Protests will not be honored. All disputes will be settled by the game referees and/or site manager/tournament director. If there is an issue of sportsmanship of an official, player, coach or team, please contact the tournament director. Sportsmanship concerns will be addressed appropriately.

Fighting is prohibited before, during or after a game. Players involved in a fight will be eliminated from the game they are in and all games remaining in the tournament. In addition, if any other member of their team gets into a subsequent fight, the team will forfeit their remaining games. Tournament fees will not be returned.

Pool Play Tie Breakers will be based on the MYAS Register Play calculation. Tie breakers can be found on the Register Play app, but are as follows

1. Record (Winning pct, number Wins)
2. Head-to-Head (Recursive) (Used only when all tied teams have played each other)
3. Points Difference (max 15 per game) (An average is used if teams have not played an equal



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number of games)

4. Points Scored (An average is used if teams have not played an equal number of games)
5. Computer Generated Coin Flip (A system random number generator breaks ties at this stage)

All forfeits are scored 15-0