

## **Bloomington Jefferson Girls Traveling Basketball Tournament Rules**

At least 3 minutes will be allowed for warm-up.

Lineups must be submitted to the scorer's table prior to start time.

Teams not on the floor 5 minutes after scheduled starting time will forfeit. Forfeits are scored 15-0.

Teams must have 5 players to start a game.

A player's number not submitted properly at start of game on score sheet will result in TECHNICAL foul.

**1. HOME team is listed at the top or left side of the bracket. The home team shall provide the game ball and has the choice of jersey color, if necessary.**

**2. Home team will provide scorekeeper for each game.**

3. All games are **14 MINUTE** stop time halves. There will be a **3 MINUTE** break at HALF TIME.

**Running time** will be used if a team is leading by **20 or more points in the second half**. The game will return to stop-time if the **lead falls below 15 points**. **During running time, the clock will be stopped for injuries and timeouts.**

4. Each team is allowed **3 ONE MINUTE timeouts** per game.

**One timeout is allowed per overtime. Unused timeouts do NOT carry over.**

5. There will be a **2 MINUTE break** before each overtime period.

The first overtime is **2 MINUTES**, the second overtime will be SUDDEN VICTORY (First team to score, wins). **Each overtime period is started with a jump ball.**

**6. 4<sup>TH</sup> Grade - NO FULL COURT PRESSING OR ZONE. MUST PLAY MAN ON MAN. NO DOUBLE TEAMING.**

**5<sup>th</sup> Grade - MUST PLAY MAN ON MAN. FULL COURT PRESSING IS ALLOWED. NO DOUBLE TEAMING.**

**6-8th Grade - NO restrictions on full and half court defenses**

7. 4<sup>th</sup> Grade Free Throws – 12 foot free throws.

8. Ball Size. 4<sup>th</sup> grade uses 27.5" ball. Grade 5-8 use 28.5" ball.

9. If a team is leading by 20 or more points - A full court press is not allowed (all levels).

After the first warning, the penalty for each violation of this rule will be a technical foul with 2 points awarded automatically.

10. **The 3-point field goal** will be allowed on all floors that are properly marked.

**11. TECHNICAL fouls will NOT be shot. 2 points and the ball will be awarded. Two technical fouls for UNSPORTING ACTS/CONDUCT in the tournament will result in an automatic ejection from the tournament.**

**12. No protests allowed.** Referees and tournament officials will settle disputes on the floor. **REFS HAVE FINAL SAY.**

13. Good sportsmanship rules **MUST be followed by players, coaches, parents and fans.** Inappropriate conduct may result in disqualification. Abusive language, physical force or verbal threats by anyone will result in removal from the tournament. NO refunds given **REFS HAVE THE FINAL SAY.**

14. Any player, coach, parent or fan whom needs to be removed from a game could be banned from the tournament at the discretion of tournament officials with NO refunds given. **REFS HAVE THE FINAL SAY.**

15. For purposes of determining place-winners in pool play or round-robin tournaments, the following criteria shall be used where two teams finish with the same record:

1. Record. 2. Head-to-head competition. 3. Total Point Differential (15 point maximum for grades 4-6, 20 point maximum for grades 7-8). 4. Coin flip with odd team declared the pool winner.

**16. Minnesota State High School League rules shall govern in all other game situations.**