

2026 STMA Shootout Classic Tournament Rules

(High School basketball rules will be followed except as noted)

HOME/AWAY

STMA teams will always be the home team and will wear blue. If STMA is not playing, the team listed on top or first in the bracket or the first team listed in pool play is the home team. The home team will wear their dark uniforms/jerseys and will provide the game ball. Official clocks will be handled by the home team, as needed. The visiting team will need to provide an official scorekeeper, as needed.

GRADE SPECIFIC RULES

4th Grade Brackets

- a. Ball size – 27.5 sized ball
- b. Free throws – shoot from 12 feet
- c. Pressing – person-to-person pressing is allowed in the final two minutes of the second half only.
- d. Zones – person-to-person defense only, no zones allowed

5th Grade Brackets

- e. Ball size – regulation size, 28.5 sized ball
- f. Free throws – regulation length
- g. Pressing – person-to-person pressing only. No pressing is allowed by a team with more than a 20-point lead. After the first warning, the penalty for each violation of this rule will be a technical foul.
- h. Zones – person-to-person defense only, no zones allowed

6th-8th Grade Brackets

- i. No pressing is allowed by a team with more than a 20-point lead. After the first warning, the penalty for each violation of this rule will be a technical foul.
- j. All other Minnesota State High School rules apply

GAME TIME & OVERTIME

4th-5th grades will consist of two 20-minute running time halves with the last 2 minutes of the second half as stop time. ***If a team leads by 20 or more points in the second half, the last two minutes of the second half will be running time as well.*** If the lead is reduced to 10 points or less within those last two minutes, then it will switch back to stop time.

6th-8th grades will consist of two 14-minute stop time halves. ***If a team leads by 20 or more points in the second half, running time will commence during the last seven minutes of the second half.*** If the lead is reduced to 10 points or less within those last seven minutes, then it will switch back to stop time.

There will be a three-minute break at half time, unless the tournament is behind schedule.

First overtime will be two-minute stop time. Second overtime will be sudden death.

If the tournament is running behind schedule, tournament officials may use any of the following measures to keep the tournament on schedule: --Shorten pregame warmup time--Shorten the length of timeouts --Shorten halftime --Use running time

TIMEOUTS

Each team is allowed three (60 second) timeouts per game. Timeouts cannot be carried over to overtime. Each team is permitted one timeout per each overtime period.

START TIME

Attendance is required 10 minutes prior to the scheduled starting time. Time permitting, a five-minute warmup will be allowed before each game. Team line-ups must be logged in the official score book before the start of the game. If an incorrect line-up is entered on the official score sheet, the bench will receive a technical foul.

Games should only be started early if BOTH teams agree, and no game will be started more than ten minutes earlier than the scheduled start time.

A team cannot start a game with fewer than 5 players. If enough players are not on the floor at five minutes past the scheduled start time, the game is a forfeit. The score for a forfeit will be 15-0.

FOULS & FREE THROWS

Bonus (one-and-one) free throws will be shot on the 7th foul per half. Double bonus on the 10th foul at which time 2 shots are awarded.

If a team receives a technical foul, the opposing team will be awarded 2 points and possession of the ball.

A fifth foul will result in player disqualification from the game.

TIEBREAKERS

Two-team tie breaker – head-to-head competition between the teams will determine the winner.

Three or more team tie breaker:

*****NOTE: Once the pool winner has been determined via one of the tie breakers in Steps 1-5, the tie between the remaining two teams shall be broken based on head-to-head competition.***

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 (only for the games vs each other) are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. (Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.)

Step Two:

If more than two teams are still tied after the application of Step One, the point differentials against the teams not involved in the tie are added and the results recalculated.

Step Three:

If more than two teams are still tied after the application of Step Two, the “points allowed” of teams involved in the tie (only for the games vs each other) are totaled. Teams are then ranked according to the sum of the points allowed and the team with the fewest allowed is determined the pool play winner.

Step Four:

If more than two teams are still tied after the application of Step Three, the “points allowed” versus the teams not involved in the tie are added and the results recalculated.

Step Five:

If more than two teams are still tied after the application of Step Four, a three-way flip of the 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.

AWARDS

Trophies will be awarded for 1st and 2nd place in all brackets and 4 team pools. Medals will be awarded for 3rd place in 6 team pools and 8 team brackets only. Consolation champion medals will be awarded in 8 team brackets only. Trophies/medals will be brought out to the scorer’s table during the final games.

OTHER

The three-point shot is in effect on all courts.

All jewelry must be removed prior to stepping on the court. Players are not allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

No protest will be considered. All decisions by officials and scorekeepers/timers are final.

Players, coaches and fans must follow good sportsmanship rules. Inappropriate actions and/or words by coaches, fans and players will not be tolerated. The first time a warning will be given. The second time the person will be asked by the tournament’s gym supervisor to leave the gym. The game will be stopped until the person leaves. If they have not left within 5 minutes the game will be called and the coach’s, player’s or fan’s team will forfeit. If a second offense is committed during the tournament, the person will not be allowed to attend any more games. Coaches are responsible for informing their assistant coaches, players and fans of this rule.

All other situations will be ruled upon by the tournament director and/or game officials.

Game schedules and results will be posted on MYAS Register Play. There will also be printed brackets at the facility.