



2023 Farmington Boys Tiger Classic

Saturday & Sunday December 2 & 3, 2023

Tournament Rules

Each home team will be responsible for providing a spectator to run the game clock.

Each visitor team will be responsible for providing a spectator to keep the official game book.

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

- All games:
 - 3 minutes for halftime and 5 minutes between games.
 - **Tournament officials have discretion to adjust these times**
- 3rd grade through 5th grade games will consist of two 20-minute halves:
 - Games will be running clock unless game is within 15 points in the final two minutes of the game in which a stop clock will be used.
- 6th grade through 8th grade games will consist of two 14 minute halves with stop time:
 - If a team is leading by more than 20 points in the final 7 minutes of the second half, the game clock will be running time except for timeouts. Stop time will be reinstated if the lead goes to 10 points or less.
- Each team is allowed 3 timeouts per game. For each overtime period, one timeout will be granted. **No carry-over of timeouts into Overtime.**
- In the case of a tie at the end of regulation, the First Overtime period will be two (2) minutes, stop time. The Second Overtime will be “sudden victory” – first score wins, running time.
- Teams must have 5 players to start a game. Game time is forfeit time. There is no grace period. The Site Coordinator will make the final decision on game forfeitures. The Site Coordinator will assess each individual situation on its own merit before declaring forfeiture. **There will be games that start early. Please be at your designated court 20 minutes prior to the scheduled start.** Line-ups must be in the official scorebook 2 minutes prior to the start of the game.
- All players should only play for one team in this tournament. A player may play up a level but cannot play down.
- Technical Fouls will not be shot. Technical or flagrant fouls: opponent will be awarded 2 points plus possession. **If 3 technical fouls are called on a team during a game, a forfeit will be declared and the violating team will be disqualified from the tournament.**

- Bonus free throws will be shot on the 7th team foul in each half. Two free throws will be shot on the 10th team foul in each half.
- The 3-Point shot will be in effect on floors where marked.
- The **Home team** is the FIRST team listed on the pool or bracket schedule and will wear alternate-colored uniforms if required.
- **Grades 3, 4:** 27.5 ball size used. Free throw from 12 feet. NO FULLCOURT PRESSES ALLOWED, except for the last 2 minutes of the half or last 2 minutes of the game. Full Court Presses must be Person-to-Person. No traps or double teams allowed unless inside the 3pt circle in the half court.
- **Grade 5:** Half-court defense – Person-to-Person Only; Full-court defense – Person-to-Person Only. No full-court presses if the lead is 20 or more points in either half
- **Grades 6, 7, 8:** No full-court presses if the lead is 20 or more points in either half. All Defenses allowed.
- Unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated and will be penalized accordingly.
- **Ejection Policy. Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game.** They will be allowed to participate after their disqualification has expired. However, if the ejection was due to “flagrant unsportsmanlike conduct” they will be disqualified for the remainder of the event. Examples of “flagrant unsportsmanlike conduct” include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, use of profane language, etc.
- All disputes will be settled by the referees and tournament officials on the court.
- **Inclement Weather.** If hazardous weather conditions, please check our website at <https://www.farmingtonbasketball.org/tiger-classic-tourney> for updates. If your game is not canceled and you do not show up for your scheduled game, you will incur a forfeit.

Pool Play - MYAS Tie Breaker Rules

TWO-TEAM TIE

In any 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 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 teams are still tied after the application of Step One, the total points scored will be used to determine pool place.

Step Three:

If teams are still tied after the application of Step Two, the total points allowed will be used to determine pool place.

Step Four:

If there are teams still tied after the application of Step Three, a flip of the coin shall break the tie.

SPECIAL NOTE: All forfeits are scored 15-0.