

WELCOME

- Brackets:** Brackets are posted on the Exposure Events App and linked on our website:
<https://www.ighbasketball.org/page/show/598963-2022-23-igh-tournaments>
- We reserve the right to combine levels to fill brackets when necessary.
Note: *Each coach is responsible to check their bracket for any changes in gyms or times.*
- Game Sites:** Simley High School / IGH Middle School Complex
2990 East 80th Street
Inver Grove Heights, MN 55076
- Map:** <http://maps.google.com/maps?q=Simley+High+School,+MN&z=14>
- Admission:** Adults: \$7.00
Students: \$5.00
5 & under and 65+: \$0
Tickets can be purchased online (all ticket sales are final):
<https://basketball.exposureevents.com/208382/2024-hoops-in-the-heights/payments>
Please show email receipt at the door for stamp. Each team is allowed free entry for up to 2 coaches.
- Awards:** Medals will be ***given to coaches in the cafeteria near the tournament banner.***
4 team divisions: 1st and 2nd
6 team divisions: 1st, 2nd and 3rd
- First Aid:** Available on site for urgencies. Not available for athletic taping of players.
- Questions:** Please contact the tournament director:
Brooke Asleson igh.basketball@gmail.com

The Inver Grove Heights Traveling Basketball Association welcomes everyone to our **Hoops in the Heights** basketball tournament. If you like our tournament please tell others, if not, please tell us. Should you have questions or concerns, please contact the Tournament Director.

Good Luck and Remember Good Sportsmanship!

Inver Grove Heights Basketball Association
Official Tournament Rules

National Federation of State High School Association rules apply with the following additions and exceptions.

1. **Home Team.** The home team will be shown on bottom of the bracket and supplies the game ball and an official book scorer at the score table.
2. **Line Ups.** A team must have at least 5 players to start a game. If 5 players are not on the floor within 5 minutes of scheduled start time, the game is forfeited. The line-up must be entered on the official score sheet at least 3 minutes before game time. If an incorrect line-up is entered on the score sheet, the bench will receive a technical foul.
3. **Game Times.** Games will be played in two 20 minute running time halves. The last two minutes of each half will be stop time. If a team is ahead by 15 points or more during the last two minutes, the remainder of the game will be played with running time. To prevent game delays and to keep other games on time, tournament officials reserve the right to adjust all timing guidelines.
4. **Warmup and Half Time.** Half time will be 3 minutes. Warmup time will be 5 minutes as time allows.
5. **Overtime.** First overtime is 2 minute stop time. Second overtime will be a "sudden victory" where the first basket or free throw wins.
6. **Time Outs.** Each team is allowed 3 timeouts per game (one 1 minute and two 30 second), with no carryover to overtime. A 1 minute timeout is permitted per overtime period.
7. **Fouls.** Fouls will be called per the Minnesota State High School League rules. One and one will be shot after 7 team fouls per half; double bonus at 10 team fouls. NO TECHNICAL FOULS WILL BE SHOT. Two points and the ball will be awarded to the opposing team. Technical Fouls are also counted as team fouls and as player fouls. The second Technical Foul on a player or coach will result in ejection from the gym and the tournament.
8. **Bonus.** Bonus will be shot on the seventh foul of each half and two shot foul on the tenth foul of each half.
9. **3-point Shot.** Three point shot will be used on marked courts.
10. **3rd - 4th grade level:** No full court presses. Person-to-person defense only.
Help side defense permitted in the lane.
(first offense -- warning issued; second offense -- technical foul)
Game Ball will be 27.5" (size 5) and free throw line will be at 12 feet.

5th grade level: Person-to-person defense only.
(first offense -- warning issued; second offense -- technical foul)
Game Ball will be: 28.5" (size 6)

6th - 8th grade level: All defenses and presses are allowed.
Game Ball will be: 6th boys and 6th-8th girls -- 28.5" (size 6)
7th/8th boys -- 29.5" (size 7)

Note: No pressing will be allowed by any team that is leading by 20 or more points.
(first offense -- warning issued; second offense -- technical foul)

IGH TRAVELING BASKETBALL ASSOCIATION
<https://www.ighbasketball.org/>

11. **Tie Breaker.** Pool Play Tie-Breakers are as follows:

- A. Head to head record
- B. Fewest points allowed
- C. Point spread total for all pool play games (15 points max per game)
- D. Most points scored against all teams
- E. Coin toss

Note all forfeitures will be scored as 15 – 0.

12. **Protests.** No protests will be considered. All decisions will be made by the officials on the floor.

13. **Unsportsmanlike Conduct.** Coaches are responsible for their actions and the actions of their players and fans. Inappropriate behavior will not be tolerated. Officials have the authority to forfeit games if necessary because of unsportsmanlike conduct.

Examples of “flagrant unsportsmanlike conduct” include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.

Any coach, player or spectator ejected from a game will be disqualified from participation in that game and the next game. Furthermore, any person ejected from a contest must leave the vicinity (out of sight and sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team until such time that the suspension has been lifted. Failure to comply with the rules of ejection may result in game forfeiture.

The Tournament Director reserves the right to remove anyone from the tournament premises, or refuse admission to any individual.

Courtesies

- Please stay off the courts during time-outs and breaks of other games. This is to ensure courts can be cleaned and ready for the next game.
- Do not congregate in hallways between gyms. Keep areas open for everyone to move easily from games and various spaces.
- Be respectful of the building and those around you. Practice good sportsmanship on and off the court.
- All balls should be in use in the gyms only. Do not bounce balls anywhere off the court.