

Sartell Winter Classic Tournament Rules

Except as noted below, MSHSL rules are in effect for all games.

Score Keeping

- Official scorekeepers and clock operators will be provided for each game.
- Game ball will be furnished by the home team (top team listed in bracket or first team listed in pool schedule). Teams must furnish their own warm-up balls.
 - Ball size will be 27.5" for 4th grade, 28.5" for 5th & 6th grade plus 7th & 8th grade girls, 29.5" for 7th & 8th grade boys
- Team line ups must be logged in numeric order in the official score book 5 minutes prior to the start of the game.
- POOL PLAY: In the event of a tie, pool play winners will be selected using the following criteria:
 - 1st - Team Record
 - 2nd - Head to Head Competition
 - 3rd - Point Differential in all games (maximum 15 points per game)
 - 4th - Points Allowed
 - 5th - Coin Flip

Time Management

- Two 20-minute running time halves, Except:
 - The last two minutes of EACH half will be stop time. Note: if the score goes above a 20 point differential, time will continue to remain running time for the second half
 - Timeouts (time will resume running as signaled by the referee)
 - Injury on the court, as identified by the referee (time will resume running time as signaled by the referee)
 - A player fouls out, as a referee is notified (time will resume running time as signaled by the referee)
- Halftime will be 3 minutes.
- Three 1 minute timeouts are allowed per game. No timeouts carry over to overtime.
- Attendance is required 20 minutes prior to the scheduled start time with games starting as early as 15 minutes prior to the scheduled start time, time permitting.
- Approximately 5 minutes will be allowed for warm-up. However, if games are running behind, warm-up time may be shortened.
- Teams must have 5 players on the floor at the start of the game. A team not ready to play 5 minutes after the scheduled game time will forfeit.
- If a team has only 5 players left in the game, no additional player shall foul out of the game (at that point after making the fifth foul). Instead, the fifth and subsequent fouls on that player will result in the fouled team being awarded 2 points and the ball.

Overtime

- Overtime will start with a jump ball.

- The 1st overtime will be 2 minutes stop time at all grade levels.
- Each team is allowed one 1 minute time out for the 1st overtime.
- The 2nd overtime will be sudden death (first team to score wins) with no timeouts.

Pressing & Defensive Play

- Grades 4-5
 - No pressing is allowed, except for the last 2 minutes of the game, then man-to-man pressing is allowed. Note: Pressing will not be allowed the last 2 minutes if a team is ahead by more than 20 points. One warning will be given by the officials. Subsequent occurrences will result in a bench technical foul.
 - Only Man to Man defensive is allowed (no zone defense or trapping)
- Grades 6-8
 - Full court pressing is allowed. Note: Pressing will not be allowed at any time if a team is ahead by more than 20 points. One warning will be given by the officials. Subsequent occurrences will result in a bench technical foul.
 - All defenses are allowed

Free Throws

- 4th grade teams will have the option to shoot free throws from 13 feet or may jump across the normal free throw line
- Bonus free throws will be shot on the 7th team foul of each half
- Double bonus free throws will be shot on the 10th team foul of each half
- Technical & intentional fouls will not be shot. Instead, 2 points and possession of the ball will be awarded to the team offended.

Team Conduct

- Referees and tournament officials will have the final word on any disputes. Any disputes need to be settled at the time they arise. No protests are allowed.
- Abuse of referees from coaches, players or fans will not be allowed.
- Coaches are responsible for their players, bench personnel, and spectators.
- Unsportsmanlike behavior at anytime during the tournament from players, coaches, bench personnel, or spectators may result in the offending individual's removal from all building(s) for the remainder of the tournament, or team from the tournament. If a technical foul is called on a coach, bench personnel (other than a player), or spectator, a SAYBA Board Member or Site Director must be in attendance for the remainder of the game.
- SAYBA is not responsible for lost or stolen articles. If something is missing or want to report a missing item, please report to the concession stand.
- Please no dribbling or passing of basketballs outside the gymnasium.
- Please help us keep our schools clean by gathering your empty bottles and garbage from your bench area after each game.

Thank you and we hope your team has a good experience at the Sartell Winter Classic!

Sartell Area Youth Basketball Association