

# 2018 Coon Rapids 39th Annual Boys Tournament Rules

*The Minnesota State High School League rules will be observed except as noted:*

1. All games will be played in two 14 minute stop time halves. If a team holds a 20 or more point lead with 7 minutes or less in the game, the clock will convert to running time until the lead is 10 points or less.
2. The home team will be listed at the top of the bracket. The home team will supply the official scorer.
3. Intermission will be 3 minutes between halves. Teams will be allowed a 5 minute warm-up time before each game. The referees or CRCBC board members will be allowed to adjust times if schedules are running behind.
4. The first overtime will be 2 minutes with stop time. The second overtime will be sudden death with the first team scoring wins, with the exception of Championship games. For championship games, each subsequent overtime after the first overtime will be 2 minutes with stop time. Each overtime will start with a jump ball.
5. Each team will have 3 timeouts per game with no carry over into overtime. Each team will receive one additional timeout during first overtime. No timeouts allowed for subsequent overtimes, with the exception of championship games. For championship games, each team will receive one additional timeout for each subsequent overtime.
6. A team cannot start a game with fewer than 5 players. If a team does not have at least 5 players on the floor by 5 minutes after the schedule start time, that team will be declared to have forfeited the game.
7. If a team only has 5 players left in a game, no player on that team shall foul out of the game after a fifth foul. Subsequent fouls on a player with five or more fouls playing on a team with only 5 players left in the game will result in a technical foul and the fouled team will be awarded the ball out of bounds. This is in addition to any regular foul shots that would otherwise be awarded to the fouled team on the related play.
8. In all grades a coach may use a younger player but that player may not play on more than 1 team in the tournament. Players may not play on a team that is more than 2 grades older than that player's grade. For example, a third grader could play on a fourth or fifth grade team, but not a sixth grade team. This rule exists for player safety.
9. Defensive Rules:
  - a. 4<sup>th</sup> grade:
    - i. No zone defense anywhere on the court.
    - ii. No full court defense, except that man-to-man full court defense will be allowed during the last 2 minutes of the game subject to the EXCEPTION described in paragraph 9(d) below.
  - a. 5th grade:
    - i. No zone defense in the front court (i.e. no half court zone defense and no half-court trap defense).
    - ii. Full court defenses of all types are allowed subject to the EXCEPTION described in paragraph 9(d) below.
  - c. 6th grade and above:
    - i. All types of defenses are allowed subject to the EXCEPTION described in paragraph 9(d) below.
  - d. EXCEPTION TO DEFENSIVE RULES: A team may NOT play full court defense if it is ahead of its opponent by 20 or more points.

e. After the first warning, the penalty for each violation of the rules described in this paragraph 9 will be a technical foul.

10. Three point shots will be counted only where there is a three-point line on the gym. If no line is on the floor all shots from the field will be counted as two points.

11. A 27.5 inch ball will be used for the 4th grade, a 28.5 inch ball will be used for the 5th and 6th grade and a full size ball will be used for 7th and 8th grade. The referee will pick the ball from one of the teams to use.

12. Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half. Technical fouls are automatic 2 points and possession of the ball to the opposing team. Any player or coach receiving 2 technical fouls (except for technical fouls called on a player pursuant to items 7 or 9 above) will be ejected from the tournament, asked to leave the building and will thereafter be prohibited from entering on tournament premises.

13. 4th grade will shoot free throws from 12 feet.

14. Schedules and results posted at the tournament site are the official schedules and results.

15. Protests will not be honored. All disputes will be settled by the game referees.

16. Fighting is prohibited before, during or after the game. Players involved in a fight will be eliminated from the game they are in and all games remaining in the tournament. In addition, if any other member of their team gets into a subsequent fight, the team will forfeit their remaining games. Tournament registration fees will not be refunded.

#### **POOL PLAY TIE BREAKER**

In any situation where two teams are tied, head-to-head competition between the two 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. Only the point differentials of the games between 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.)

**NOTE:** Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.

##### *Step Two:*

If more than two teams are still tied after the application of Step One, the point differentials of the games from 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, a three-way flip of the coin will break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams will be broken based on the results of their head-to-head competition.

**SPECIAL NOTE:** All forfeits are scored 15-0.