

Crow River Hoop Shoot Tournament Rules

Minnesota State High School League rules apply, except as follows:

1. Two 18 minute running time halves will be played. Stop time will be used the last 2 minutes of each half. Running time will also apply if a team is ahead by 20 points or more.
2. Coaches-Check the official tournament brackets for any changes on game times. It is recommended to arrive 1/2 hour prior to game time in the event of a schedule change. There will be a five minute warm-up time between games. Three minute half-time. Officials may shorten warm-up time to stay on schedule.
3. Roster/Score sheets should be filled out and turned into the scorer's table five minutes before game time.
4. The HOME team will provide the official score keeper and they must sit at the scorer's table. The HOME team will be the top team in the bracket, or first team listed in pool play.
5. Overtime periods will be two minutes, stop time. If a second overtime is needed, it will be sudden victory. If a third overtime is needed, it will be determined by a coin flip. (Overtime in the championship game will be two minute stop time periods until a winner is determined.)
6. Each team will be allowed three time-outs per game; one per overtime period. Timeouts do not carry over to overtime.
7. Man to man defense ONLY- The defender must be within a reasonable distance of his/her offensive player. Referees will be the final authority of this. Coaches will be given one warning for violations. A technical foul will be called for each violation thereafter. Double teaming is allowed-this is not considered zone defense.
8. Pressing- No Pressing in 4th grade. 5th Grade Boys & Girls pressing is ONLY allowed during the last 2 minutes of the game. Exception---if one team is ahead by 15 or more points, that team is not allowed to press. 6th Grade Boys & Girls pressing is allowed anytime except if leading by over 15 points.
9. Bonus free-throws will be awarded on the 7th team foul of the half; double bonus on the 10th team foul of the half.
10. Technical fouls will not be shot. Two points and the possession of the ball will be awarded to the opponent.
11. Protests are not allowed. All decisions by the tournament officials, referees, timer and scorer are final.
12. A strict code of conduct will be enforced. Coaches are responsible to keep their players and fans in line.
13. A ten minute grace period will be allowed from the time the officials are ready to start the game before a forfeit is declared.
14. If a team only has five players and one fouls out, the player will continue to play. The opposing team will be awarded two additional points and the possession of the ball for each subsequent foul the fouled-out player commits, as in technical fouls.
15. 29.5 size balls will be used for the boys, 28.5 size balls will be used for the girls.
16. Teams are responsible for their own lost or damaged equipment.
17. All players on a team must be playing at their grade level or above, not below.