



2019 Wayzata Girls Classic Rules and Regulations

1. Attendance is required 15 minutes prior to the scheduled starting time. At least 5 minutes will be allowed for warm-up. Team line-ups must be logged in the official score book 5 minutes before the start of the game.
2. The home team is listed at the top of the bracket. The designated home team will furnish the game ball. **The designated home team must provide one parent or other designee to keep the official scorebook.** If a home team has not provided a parent/designee by 5 minutes prior to the start of the game, the other team may arrange for a parent or other designee to keep the official scorebook.
3. A team must have 5 players on the floor to start a game.
4. A team not ready to play 5 minutes after the scheduled starting time will forfeit.
5. Timeclock:
 - a. 4th grade: two 20-minute halves, with running time until the clock reaches 2 minutes left in each half. At that time, stop-time kicks in. 5-minute break at half-time.
 - b. All other grades: two 14-minute stop-time halves. 5-minute break at half-time.
6. For 4th grade brackets, free throw shooters must commence shooting behind the line. Forward momentum may carry them past the free throw line. There is no violation unless they *start* over the line.
7. Each team is allowed 3 one-minute timeouts per game. An additional time-out is allowed per overtime period, except in sudden victory overtimes. Unused time-outs will not carry over.
8. There will be a 2-minute break before each overtime period. The first overtime period will be 2 minutes. If necessary, there will be second 2-minute overtime, and if the game is still tied, there will be third overtime with the first team to score being declared the winner (sudden victory). One time-out is allowed during each of the two-minute overtimes. There will be no time-outs during the sudden victory overtime.
9. 3-point field goals will be allowed.
10. Technical fouls will not be shot. 2 points and the ball will be awarded on all technical fouls.
11. Running time will be used if a team is leading by 20 points or more in the final 7 minutes of the second half. If the lead drops below 15 points, stop-time will be reinstated. During running time the clock will be stopped for time-outs and injuries.



12. All defenses are allowed in grades 5-8 except that: (a) NO ZONE DEFENSE is allowed for 5th grade in the front court, and (b) a team leading by 20 or more points may not use a full court press. **FIRST VIOLATION RESULTS IN A WARNING. SECOND VIOLATION AND ALL SUBSEQUENT VIOLATIONS RESULT IN A TECHNICAL FOUL.**

13. **4TH GRADE: MAN TO MAN DEFENSES ONLY.**
 - a. **NO FULL-COURT PRESSING OF ANY KIND**
 - b. **NO HALF-COURT ZONE TRAPPING**
 - c. **NO HALF COURT ZONE DEFENSES OF ANY KIND**
 - d. **FIRST VIOLATION RESULTS IN A WARNING. SECOND VIOLATION AND ALL SUBSEQUENT VIOLATIONS RESULT IN A TECHNICAL FOUL.**

14. No protests allowed. Referees will settle all disputes on the floor.

15. Minnesota State High School League Rules will govern in all other situations.

16. In the case of a three-way tie in pool-play brackets, the tiebreaker rules are as follows (in the order shown):
 - a. Point differential with a max of 15 points in one game.
 - b. Points allowed.
 - c. Points scored.
 - d. If two teams are still tied it goes back to head-to-head.