

LAKEVILLE NORTH BOYS BASKETBALL PANTHER CLASSIC 2019

TOURNAMENT RULES

Home Team

First team listed in the bracket will be the home team and will have their preference for uniform color and will provide the game ball. Home team will also provide a volunteer to keep the score sheet.

Warm-up time, half-time breaks

Five (5) minutes are allowed for warm-up and half time; however, the referees have discretion to change these times to make sure the games move along in a timely fashion.

Line Ups

Each team is responsible to write their line up on the official score sheet prior to the start of the game. If numbers are not entered correctly or a number not entered at all, a technical foul will be issued. (See fouls)

Game Playing Time

All grades, two (2) fourteen (14) minute stop time halves. Running time will be used in the last seven (7) minutes of the second half whenever there is a lead of twenty (20) points or more with the clock stopping for time outs or at the referees' discretion. When the lead comes with in ten (10) points or less, the clock will then resume stop time. To prevent game delays and to keep other games on time, we reserve the right to use running time at our discretion in the last seven (7) minutes of the second half.

All 4th Grade Divisions will use 28.5" basketball

Overtime Periods

The first overtime period is two (2) minutes stop time. The second overtime period if necessary is sudden death. Each overtime period will start with a jump ball.

Time Outs

Three (3) per game. One (1) for the first overtime period. No time outs for a sudden death period. Unused timeouts do not carry forward to the overtime periods.

Defense

Zone and press rules:

- No full court press allowed by any team leading by 20 points or more
- 4th grade divisions: full court man to man press is allowed only during last **two minutes** of the game.
- 5th - 8th grade divisions – all defenses permitted.

Fouls

Fouls will be called per the Minnesota State High School League rules. One and one will be shot after seven (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 the opposing team. Technical Fouls are also counted as team fouls and as player fouls.

If a coach gets removed from a game, they can no longer coach that particular day. The coach must leave the court area until the game is over. The tournament director reserves the right to ban a coach from additional games.

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Tie Breakers

TWO-TEAM TIE

In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner.

THREE OR MORE TEAMS TIED (3 step process)

Step One:

If more than two teams are tied, a point differential tie breaker will be applied. The point differentials of 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 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 shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition.

SPECIAL NOTE: All forfeits are scored 15-0.

Protests

No protests are allowed. The referees and or the Building Supervisor assigned to the building will settle all disputes.

Other rules

All other rules are according to the Minnesota State High School League. Unsportsmanlike conduct and Fighting is prohibited before, during, or after the game. Players involved in a fight will be eliminated from the game they are in and the next game. A team can be fully disqualified from the tournament if remaining members of the team gets into a subsequent fight.

Tournament registration fees will not be refunded.

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.

Tournament Directors reserve 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.
- Please clean up all drink bottles and other garbage left on the benches after your games.
- Please respect the gyms and school property.