



2025 Chaska Boys Basketball Tournament Presented by Scheels Tournament Rules

(Minnesota High School basketball rules will be followed except as noted)

Lineups

Each team is responsible to write their line up on the official score sheet at least 5 minutes 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.

A player will compete on only one team during the tournament.

The Home Team will supply the official scorekeeper and the game ball.

The Home Team is the top team listed on the bracket or the first team listed in pool play.

The Away Team will supply the official clock operator.

When possible, the Home Team will wear light jerseys and the Visiting Team will wear dark jerseys.

Time Limits

A five (5) minute warm-up is allowed before the game.

Grace Period: Each team will be given a 10-minute grace period for their **first** game of the tournament. After a team's first game, game time is start time. Teams that are not ready to play at the end of the grace period, with a minimum of five (5) players, will forfeit the game.

No game will be started more than ten (10) minutes ahead of the scheduled time. Be respectful of the fans planning to arrive at games as well as the posted game time. Teams and spectators are encouraged to arrive 15-30 minutes prior to game time.

All grades will play 14-minute, stop-time halves.

If a team is ahead by 20+ points with seven (7) minutes or less remaining in the second half, the remainder of the game will be played under running time. After a time out, the clock will start when the ball is touched by any player inbounds.

Halftime is three (3) minutes. NOTE: The Tournament Director has the authority to adjust the length of the halftime if necessary.

Timeouts

Time outs are limited to three 60-second timeouts per game. Timeouts cannot be carried over into overtime.

Overtime

Each team will be awarded one time out for each overtime period with no carryover of unused timeouts.

There will be a 60-second intermission between overtime periods.

- The 1st overtime period will be two-minutes, stop-time.
- The 2nd overtime period will be played until the tie is broken (sudden death).

Defense/Pressing

Grades	Half-Court Defense	Full-Court Defense
3-4	Person-to-Person Only No Double Teaming/Trapping	Not Allowed Must Drop Back to Half Court
5	Person-to-Person Only No Double Teaming/Trapping	Person-to-Person Only No Double Teaming/Trapping
6-8	No Restrictions	No Restrictions

If a team is ahead by 20+ points with seven (7) minutes or less remaining in the second half, the remainder of the game will be played under running time. After a time out, the clock will start when the ball is touched by any player inbounds.

Exception: NO teams may use a full-court press if they are ahead of their opponent by 20+ points.

Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.

Fouls

Free Throws: Bonus shots (one-and-one) will be awarded on the seventh (7th) team foul; double bonus (2 shots) on the tenth (10th) team foul each half.

Technical Fouls: Two points and the ball will be awarded to the opposing team (do **not** shoot free throws on technical fouls). Technical fouls are counted as both individual and team fouls.

Free throws and ball size

Free throw shooters may not cross the free throw line until the ball hits the rim.

Grades	Free Throws	Ball Size
3-4	12 Feet	27.5
5-6	15 Feet	28.5
7-8	15 Feet	29.5

Tie Breakers for Pool Play

Two (2) Way Tie

1. Head to head record
2. Highest Point differential - points scored minus points allowed (max 15 pts/game)
3. Team that gave up the fewest total points in all games.

More Than Two (2) Teams Tied

1. Head to Head Record
2. Highest point differential during tournament play - points scored minus points allowed. (max 15pts/game)
3. Team that gave up the fewest total points in all games.
4. Once the first winning team has been determined, we take the remaining teams and repeat the tiebreaker process
5. This process is repeated until all finishing places are determined.

General

FORFEIT POLICY: Please make every effort to get to your games. If you need to forfeit a game, please notify the tournament director as soon as possible to notify them of the forfeit. We will then notify the opposing team.

Forfeits will be scored 15-0 for tie breaking purposes.

The alternate possession rule will be used in all jump ball situations, with the exceptions of the beginning of the game and the beginning of each overtime.

Sportsmanship

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 get into a subsequent fight. Tournament 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 assess technical fouls and forfeit games if necessary because of unsportsmanlike conduct.

The Tournament Director reserves the right to remove any individual from the tournament premises, or refuse admission to any individual displaying inappropriate behavior.

No protests will be considered – all disputes will be resolved by the game's referees and/or the Tournament Director. All game referee decisions are FINAL.

Courtesies

Please do not dribble basketballs in the hallways or commons area.

While waiting to play, be respectful of the current game occurring and remaining off the court or surrounding area of the court to reduce possible injuries of players.

Teams not playing on the court, should refrain from shooting baskets during timeouts and half time.

Please clean up all drink bottles and other garbage left on the benches after your games.

Thank you for participating in the 2025 Chaska Boys Basketball Tournament presented by SCHEELS