



Bloomington Jefferson Jaguar Classic Tournament

February 27-28, 2021

Tournament Rules

Minnesota High School League rules will be observed with the following notations/changes

Home/Away: The home team is the second team listed on the pool or bracket schedule. The home team must supply the game ball, and official scorekeeper, if needed.

Game Length: Games will consist of two 20-minute running time halves, with stop-time the last 2 minutes of the game. Running time will apply through the last two minutes if the lead is 20 points or more. Stop time will resume if the lead is cut to 10 points or less in the last two minutes of the game.

Halftime: There will be a 2-minute break at half time.

Timeouts: Each team will have three (3) 30-second timeouts per game during the regulation time. For each overtime period, one timeout is granted. No carryover into extra periods.

Overtime: In the case of a tie at the end of regulation, the first overtime will be 1 minute, stop time. If a second overtime period is necessary, it will be sudden death. Each overtime will start with a jump ball.

Start Times: Teams should be at the game location 15-30 minutes prior to the game time. Coaches will check in with their completed roster and spectator list and receive the wristbands for spectators. Once the gym has been emptied and sanitized, the team will be allowed to enter the facility and will be directed to their gym. Games are expected to start on-time. Referees or site managers may shorten warm-up times to keep the tournament on schedule. Please check the brackets on Tourney Machine for game times and locations.

A team cannot start with less than 5 players. If enough players are not on the floor 5 minutes after the scheduled start time, the game is forfeit. The score of a forfeit is 15-0.

The line-up must be entered on the official score sheet before game time. If an incorrect line-up is entered on the official score sheet, the bench will receive a technical foul.

Free Throws: Bonus (one and one) free throws will be shot on the 7th foul per half. Double bonus is in effect on the 10th foul at which time 2 shots are awarded.

Grades 4 will shoot free throws from 12 feet. Referee's discretion if floor is not marked.

Fouls: A 5th foul will result in player disqualification from the game.



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Technical Fouls: Any technical foul (bench or player) will result in an automatic 2 points and the ball for the opposing team. Any player or coach receiving two technical fouls in a game will be ejected and required to leave the building. Violators are subject to ejection for the duration of the tournament.

Three-Pointers: The three-point rule is in effect where the floor is appropriately marked.

Ball Size: Grades 4 will use a 27.5 size basketball. Grades 5 and 6 will use a 28.5 size basketball. Grades 7 and 8 will use a 29.5 size basketball.

Defenses Allowed:

Grade 4: No full court press. Half court-person-to-person only. No zone/No double teaming/No trapping.

Grade 5: Full court press is person-to-person only. No zone/No double-teaming/No trapping.

Grades 6-8: All types of defenses allowed.

No press in any grade if a team is ahead by 20 points or more. A team leading by 20 or more that fails to fall back on the press will be given one warning by the officials for the 1st violation. The second and subsequent violations will result in a bench technical foul.

Other: Protests will not be honored. All disputes will be settled by the game referees and/or site manager/tournament director. If there is an issues of sportsmanship of an official, player, coach or team, please contact the tournament director. Sportsmanship concerns will be addressed appropriately.

Fighting is prohibited before, during or after a 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 fees will not be returned.



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Pool Play Tie Breakers:

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:

1. 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 accordingly 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 the total that will be factored into the point differential calculation.

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

2. If more than two teams are still tied after the application of step one, the point differentials of the games from teams not involved in the tie are added and the results are recalculated.
3. 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.

All forfeits are scored 15-0