



# 2020 Farmington Tiger Classic

## Saturday & Sunday, February 8<sup>th</sup> – 9<sup>th</sup>, 2020

### Tournament Rules

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

- All games:
  - 3 minutes for halftime and 5 minutes between games.
  - **Tournament officials have discretion to adjust these times**
- 3<sup>rd</sup> grade through 5<sup>th</sup> grade games will consist of two 20-minute halves:
  - Games will be running clock unless game is within 15 points in the final two minutes of the game in which a stop clock will be used.
- 6<sup>th</sup> grade through 8<sup>th</sup> grade games will consist of two 14 minute halves with stop time:
  - If a team is leading by more than 20 points in the final 7 minutes of the second half, the game clock will be running time except for timeouts. Stop time will be reinstated if the lead goes to 10 points or less.
- Each team is allowed 3 timeouts per game. For each overtime period, one timeout will be granted. **No carry-over of timeouts into Overtime.**
- In the case of a tie at the end of regulation, the First Overtime period will be two (2) minutes, stop time. The Second Overtime will be “sudden victory” – first score wins, running time.
- Teams must have 5 players to start a game. We are operating on a very tight time schedule. Therefore, game time is forfeit time. There is no grace period. The Site Coordinator will make the final decision on game forfeitures. The Site Coordinator will assess each individual situation on its own merit before declaring forfeiture. **There will be games that start early. Please be at your designated court 20 minutes prior to the scheduled start.** Line-ups must be in the official scorebook 5 minutes prior to the start of the game.
- All players must only play for one team in this tournament. A player may play up a level, but cannot play down.
- Technical Fouls will not be shot. Technical or flagrant fouls: opponent will be awarded 2 points plus possession. **If 3 technical fouls are called on a team during a game, a forfeit will be declared and the violating team will be disqualified from the tournament.**
- Bonus free throws will be shot on the 7<sup>th</sup> team foul in each half. Two free throws will be shot on the 10<sup>th</sup> team foul in each half.
- The 3-Point shot will be in effect on floors where marked.
- The **Home team** is the FIRST team listed on the pool or bracket schedule. The home team is responsible for providing an official scorer for the game. The official scorer must sit at the scorer’s table and must use the official score sheet provided for the game. The **Visiting team** will provide the game ball and will wear alternate colored uniforms if required.
- **Grades 3, 4:** 27.5 ball size used. Free throw from 12 feet. **NO FULLCOURT PRESSES ALLOWED**, except for the last 2 minutes of the half or last 2 minutes of the game. Full Court Presses must be Man-to-Man. No traps or double teams allowed unless inside the 3pt circle in the half court.
- **Grade 5:** Half-court defense – Person-to-Person Only; Full-court defense – Person-to-Person Only.

- **Grades 6, 7, 8:** No full-court presses if the lead is 20 or more points in either half. All Defenses allowed.
- Some tournament brackets may incorporate pool play on Saturday and Sunday may be bracket play with single elimination. Pool play will determine bracket slot or seed for subsequent single elimination bracket play. **See Pool Play rules for further details. It is the responsibility of the coach to check updated pool play results at the school before they leave or online to determine when they are scheduled to play on Sunday.**
- Unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated and will be penalized accordingly.
- **Ejection Policy. Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game.** They will be allowed to participate after their disqualification has expired. However, if the ejection was due to “flagrant unsportsmanlike conduct” they will be disqualified for the remainder of the event. Examples of “flagrant unsportsmanlike conduct” include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, use of profane language, etc.
- All disputes will be settled by the referees and tournament officials on the court.
- **Inclement Weather.** If hazardous weather conditions, please check our website at <https://www.farmingtonbasketball.org/tiger-classic-tourney> for updates. If your game is not canceled and you do not show up for your scheduled game, you will incur a forfeit.

## Pool Play - MYAS Tie Breaker Rules

### 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

#### **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.**

*Please note that the per-game average is used for steps 3 and 4, not total points. This is done to ensure fairness in the event the tied teams have played a different number of games.*