

2020 OMGBA Fall Classic

RULES AND REGULATIONS

The basic rules and regulations for the OMGBA Fall Classic basketball tournament will be the same as those utilized by the Minnesota State High School League. Listed below are rule modifications and/or highlights.

ELIGIBILITY

PLAYERS: Players must be enrolled in the grade in which they are participating. However, it is permissible to play up. For example, a 7th grader may play on an 8th grade team, but an 8th grader may not play on a 7th grade team. Any player who has been accelerated in school may participate in the grade level that would be their "natural" grade.

TEAM COMPOSITION: Teams may be composed of players from anywhere, as long as they meet the grade division requirements. Boys must play on boys' teams and girls must play on girls' teams.

PLAYING RULES

GAME LENGTH: Games will be two 20-minute running time halves, with the last two minutes of the second half being stop-time. In the event that games fall too far behind schedule, we reserve the right to eliminate the two-minute stop time at the end of the second half. The clock will remain running during the final two minutes of the second half if a team is ahead by 20 points or more.

HALF TIME: Half time will not exceed 3 minutes.

TIME OUTS: Each team will be awarded three 60-second timeouts per game. Unused timeouts cannot be carried over to the overtime period. Each team will be given one time out for the first overtime period.

OVERTIME: If a game is tied at the end of regulation time, a two-minute, stop-time overtime period will be played. If the score is still tied at the end of the overtime period, the teams will play a sudden death period (with no time on the clock). The first team to score will be declared the winner.

WARM UPS: Each team will be given a minimum of three minutes to warm up prior to tip-off. Five minutes is ideal. More time will be allowed whenever possible. Games shall not start more than 10 minutes early.

START TIME: We are operating on a very tight time schedule. Therefore, game time is forfeit time. The Tournament Director will make the final decision on game forfeitures.

FREE THROWS: Bonus shots will be awarded on/after the seventh team foul, and the double bonus will be shot on/after the tenth team foul per half. Free throws will NOT be shot for technical fouls.

DEFENSE/PRESSING: NO teams may use a full-court press if they are ahead of their opponent by 20+ points. After the first warning, the penalty for each violation of this rule will be a technical foul. Violations: First offense – a warning will be issued; second offense – technical foul.

<u>Grades</u>	<u>Half Court Defense</u>	<u>Full-Court Defense</u>
3-4	Person-to-Person Only	Not Allowed
5	Person-to-Person Only	Person-to-Person Only No Double Teaming or Trapping
6-12	No Restrictions	No Restrictions

EQUIPMENT

OMGBA follows MYAS which has adopted the rules and regulations of the NFHS that pertain to legal and illegal equipment. Please refer to the National Federation of High Schools basketball rule book for clarification. If you have any specific equipment issues, please contact our office **prior** to your participation. Some of the more common questions asked relate to earrings, casts, headbands, wristbands and various medical devices.

BASKETBALLS: The teams will provide practice and game basketballs. The referees will select the best ball available. All 3rd & 4th Grade boys and girls divisions will use the smaller (27.5) basketball. The boys' 5th and 6th grade divisions and all other girls' grade divisions will use the (28.5) basketball, and boys' 7th grade through high school divisions will use a full size (29.5) basketball.

UNIFORMS: Jersey tops must be of identical color and it is recommended that they be numbered on the front **and** back. Numbers on the front must be at least four inches high and numbers on the back should be at least eight inches high. Legal numbers are 00-99. Teams are encouraged to bring two sets of jerseys (i.e. **white** and dark) if available.

FIRST AID: Teams are responsible for supplying and administering their own first aid. A trainer will be on-site.

OFFICIALS: Two certified officials will be assigned to each game.

POLICIES AND PROCEDURES

SCOREKEEPERS: The home team will provide the official scorer. The official scorer must sit at the scorer's table and is responsible for filling out the official OMGBA score sheet. Visiting team provides the clock operator. The home team is the top team in the bracket or first team listed in the pool match-up

EJECTIONS: A player or coach issued their second technical foul in one game will be disqualified for the remainder of the game and for the following game.

Any player, coach or spectator ejected from a contest for flagrant unsportsmanlike conduct will be ejected for the remainder of that play date and the following play date. Some examples of "flagrant unsportsmanlike conduct" include but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player), repeated use of profane language, etc. The Protest Committee may review the disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. (The Protest Committee consists of the Site Supervisor and/or the OMGBA Tournament Director.) We reserve the right to issue more severe disciplinary action if deemed appropriate.

OTHER: Other situations will be ruled upon by the Tournament Director, game officials and/or the Site Supervisor.