

# Sauk Rapids-Rice November Basketball Tournament Rules - 2019

(always check the on-site brackets for any updates/changes)

**GAME TIME:** Games will be played in 18 minute running time halves. The last 2 minutes of the 2nd half will be stop time.

**HOME TEAM:** The team listed on the top of the bracket or denoted as the home team must wear their dark jerseys. Numbers are requested on front/back and should be visible on the jersey.

**SCORING SHEET:** Coach/rep should present line-ups with player name/numbers to the scorer's table 5 minutes before the scheduled start of their game. If numbers are not entered correctly or a number not entered at all, a technical foul will be issued. The scoreboard will be kept by a tournament volunteer.

**SCOREKEEPING:** The *official scoresheet* will be kept by a volunteer at the scorer's table. The *scoreboard* will be kept by a tournament volunteer. A copy of the rules will be located at each scorer's table.

**HALF-TIME/WARM-UPS:** Five minute intervals between halves but may be reduce to 3 minutes. Five minute warm up time between games which may be reduced. This is at the discretion of officials or tournament personnel.

**TIMEOUTS:** 1<sup>st</sup> Half- One timeout per team. 2<sup>nd</sup> Half- Two timeouts per team. No carry-overs. Timeouts are one minute in length. Clock is stopped.

**OVERTIME:** The 1<sup>st</sup> overtime will be two (2) minutes stop time. All other overtimes will be first point wins - no running time. Each team is allowed one (1) timeout per overtime. 30 sec in length.

**FOULS:** Players have five personal fouls and foul out after the fifth. If a team has only five players left in the game, no player shall foul out of the game after their fifth foul. Any subsequent fouls on that player will result in the fouled team being awarded a technical foul point (no shot) plus the ball out of bounds in addition to the regular foul shots.

**TECHNICAL FOULS:** All technical fouls issued are automatic two (2) points, no shots for the other team and the ball. Any *player* or *coach* who receives 2 technical fouls during any single game shall be ejected for that game. Any *player* or *coach* picking up a 3<sup>rd</sup> technical for any reason will be ejected for the remainder of the tournament. Additionally, the referees shall have the right to eject any fan who the referee feels is not demonstrating good sportsmanship. Any fan ejected for any reason shall not be allowed to return for the remainder of the tournament.

**PLAYERS:** A team must have 5 players to start a game. A team not available within 5 minutes of the game start time will forfeit the game. A forfeit is a 15-0 score.

**AGE:** Younger players may play up with older teams, but only allowed to play on one team. Older players may not play down a grade or age. Any violation of this rule will cause player being ejected for the remainder of the tournament.

**PRESSING:** 5<sup>th</sup> or 6<sup>th</sup> grade: No full court pressing until the final (2) minutes of the game.

7<sup>th</sup> and 8<sup>th</sup> grade: Pressing in allowed unless the team is ahead by 15 or more points. Team behind can press. Team ahead may press again if the difference in score drops below 10 points.

**DEFENSE:** 5<sup>th</sup> or 6<sup>th</sup> grade: No zone defenses allowed. 7<sup>th</sup> and 8<sup>th</sup> grade: Zone defenses are allowed.

**FEE THROWS:** Bonus free throws: One and one on the seventh (7) foul and two (2) shots will be given on the tenth (10) foul of the half. All grades will shoot from the normal marked line, official's discretion

**THREE-POINT SHOT:** Three point shot is in effect on all courts marked.

**All decisions by officials, timers and scorers are final. NO PROTESTS.**

**SUBSTITUTIONS:** All substitutions must be reported or recognized to the scorer's table and be signaled into the game by the official.

**TIE BREAKERS:** (a forfeit is scored as a 15-0 win) 1. Best record. 2. Head to head competition. 3. Least points allowed. 4. Coin flip.

**COACHES:** Two coaches are admitted for free. Coaches need to sign-in at the beginning of the tournament. Two coaches and a scorebook person can be on the bench.

**CONDUCT:** Coaches are responsible for the conduct of their fans. Spectators exhibiting unsportsmanlike conduct will be asked to leave the building. If a spectator refuses to leave, the result will be forfeiture of the game by the offending team.

**NO LOCKER ROOM:** Locker rooms are not available at the facilities. **Teams are to come dressed to play.** Leaving articles at the facility or rest rooms is at your own risk.

**BASKETBALLS:** Women/Junior size basketballs 28.5 for all girl's grades and 5<sup>th</sup>/6<sup>th</sup> boys teams in the tournament. Men/Full size 29.5 for 7<sup>th</sup> and 8<sup>th</sup> grade boys. Each team must supply their own warm up basketballs. Home team will provide game ball or at the official's discretion.

**FIRST AID/NO TRAINER:** Coaches are to have their own basic First Aid kits for their teams. Ice and other needs will be provided by tournament. No official trainer is on site for the tournament.

ICE: Will be located at the concession's stand.

**AWARDS:** There will be 10 awards provided to 1st and 2nd place teams. Medals for 3rd place & consolation winner if 8-team brackets. Awards provided to 1st and 2nd place teams in 4-team play. If additional trophies/medal are needed, email [saukrapidsbasketball@gmail.com](mailto:saukrapidsbasketball@gmail.com) with grade level and place in tournament. We will work with teams that place to get players an award.

**EQUIPMENT:** A cast, guard or brace made of a hard or unyielding substance shall not be worn on the elbow, hand, finger/thumb, wrist or forearm – even if covered with soft padding. Hard items may be worn on the upper arm or shoulder if padded with slow-recovery foam that is at least ½" thick.

**JEWELRY:** Players must remove all jewelry, including earrings. Covering jewelry with tape is not allowed. Players that do not remove their jewelry will not be allowed to play.

**DRIBBLING:** Dribbling or ball handling in the hallways, commons or concessions areas is prohibited. Please help monitor this with your players & families.

**CLEAN-UP:** All teams are responsible for cleaning up the bench area after each game.

**LOST & FOUND:** Teams are responsible for any of their own lost or damaged equipment.

**ADMISSIONS:** \$7 Adults, \$5 Students (K-12) and \$5 Senior Citizens (55+), Children under 5 are free.

**CONCESSIONS:** Food and drink will be available for purchase.

**OTHER RULES:** All other rules are according to the Minnesota State High School League.