



TOURNAMENT RULES

1. Games will be two 16-minute halves with running time until the last 2 minutes of each half which will be stopped time. (Running time will continue if the point differential is greater than 10 points.)
2. Teams may call three 30-second timeouts per game. For each overtime period, one additional timeout will be added to each team's current number of timeouts. Running time will begin after a timeout as soon as stopped time would normally begin, such as the first touch after an in-bounds pass or rebound. The clock should also stop for any unusual breaks in the game.
3. Players will be eliminated after committing five individual fouls. MSHSL Rules followed for free throws: shoot 1-1 after 7th team foul, 2 shots after 10th team foul.
4. First overtime period will be two minutes, stopped time. The second overtime period will be sudden death.
5. The scoreboard is the official score. Any questions regarding the score must be raised by a coach at the moment of the disputed scoring. If necessary, the head coach may stand and raise both hands to ask for a "scoring timeout" to double check the score. Any question on disputed scores will be settled by the officials, coaches, and scorekeeper or the tournament director at the request of one of the officials.
6. Teams in 3rd and 4th grade may not press until stopped time is in effect (Last 2 minutes of each half if the point differential is less than 10 points.) Teams in 5th and 6th grade may press at any time except when leading by more than 10 points.
7. All teams must play man to man defense, help defense and sagging to the ball side will be allowed.
8. Subbing will be done through the timer. Players must wait for a court official's signal, however, before entering the game.
9. The small ball (28.5") will be used for all games.
10. All players, coaches, parents and fans are expected to exhibit good sportsmanship. All officials are to be treated with respect.