



AGTBA  
Andover Girls Traveling Basketball Association



## Andover Holiday Hoops Tournament Rules

**Home Team-** First(top) team listed on the bracket is the home team. They will have their choice of uniform color, will provide the game ball, and provide a scorer.

**Warm up time, halftime breaks-** Will be determined by the referees to make sure the games move along in a timely fashion. There will be a minimum of 5 minutes for teams to warm up.

**Line Up-** Each team is responsible to write their line up in the official score sheet prior to the game and the number **must** accompany a first name.

**Game playing time-** For all grades and levels there will be 2- 14 minute stop time halves. Running time will be used in the second half if a team is up by 20 points or more. It will not be utilized until there are **7 minutes or less** left in the game with the clock stopping **ONLY** for time outs or at the referee's discretion. If the lead becomes less than 10 points, the game clock will resume to stop time,

**Overtime Periods-** The first overtime is 2 minutes stop time. The second overtime period (if necessary) is sudden death. Each overtime period will start with a jump ball.

**Time Outs-** 3 per game, one for the first overtime period. No timeouts for sudden death overtimes. Time outs may not be carried over into overtime from regulation.

**Defense- 4<sup>th</sup> grade** Person to person defenses only, no zones allowed. No full court pressing allowed. 12 feet free throw distance and 27.5 ball size. **5 -8 grades-** All defenses allowed, except for 5<sup>th</sup> grade (person to person only). No full court pressing if up 20 points or more. One verbal warning then a technical foul will be issued for defensive rule violations.

**Fouls-** Fouls will be called per the Minnesota State High School league rules. One and one will be shot after 7 team fouls per half. Two shots after 10 team fouls per half. No technical fouls will be shot. Two points and the ball will be awarded to the opposing team.

**Tie Breakers-** In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner. For a three or more team tie, please refer to the [Pool Play Tie Breaker document](#).

**Protests-** None allowed. The referees and/or Building Supervisor assigned to the building will settle all disputes on site.

**Other Rules-** Will apply per the rules of the Minnesota State High School League.