

**Kimberly Reisig, Tournament Director**  
**igh.basketball@gmail.com**

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## **WELCOME**

The Inver Grove Heights Traveling Basketball Association welcomes everyone to our **December 8-9, 2018** basketball tournament. If you like our tournaments, please tell others, if not, please tell us. Should you have questions or concerns, please contact the Tournament Director listed above.

**Brackets:** Official Brackets are posted in the concessions area.  
Brackets are available on our website. ([www.ighbasketball.org](http://www.ighbasketball.org))  
and through the Exposure Events App  
We reserve the right to combine levels to fill brackets when necessary.

**Note:** Each coach is responsible to check their bracket for any changes in gyms or times.

**Game Sites:** All games will be played under one roof.

**Simley High School / IGH Middle School Complex**  
**2990 East 80<sup>th</sup> Street**  
**Inver Grove Heights, MN 55076**

Map: <http://maps.google.com/maps?q=Simley+High+School,+MN&z=14>

**Admission:**

Adults:	\$7.00/Daily \$11.00 for weekend pass
Seniors/Youth (6-12):	\$5.00/Daily \$7.00 for weekend pass
Kids 5 years and under:	FREE

**Awards:** Awards are presented in the concession area.  
8+ teams: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and Consolation  
6 teams: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>  
4 teams: 1<sup>st</sup> and 2<sup>nd</sup>

**First Aid:** Available on site for urgencies. Not available for athletic taping of players.

**Questions:** Please contact the tournament director listed above.

**Good Luck and remember Good Sportsmanship!**

[www.ighbasketball.org](http://www.ighbasketball.org)

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**Inver Grove Heights Traveling Basketball Association**  
**Official Tournament Rules**

1. Home team (team shown on top of bracket) supplies the game ball and an official book scorer at the score table.
2. Games will be played in two 14 minute halves, stop time for the entire game unless otherwise noted. If there is a point spread in the last 7 minutes of the game of 20 points or more, the clock will move to running time (the clock WILL stop during free throws and time outs), if the spread is lowered to 10 points, the game clock will revert back to stop time.
3. Intermissions will be 4 minutes at half time.
4. First overtime will be 2 minutes stop time. Second overtime (Championship game only) will be 1 minute stop time overtimes until there is a winner; all other games is "Sudden Victory", first basket or free throw wins.
5. Three timeouts per game, which **do not** carryover. **One time-out per overtime with no carryover.**
6. Three point shot will be used on marked courts.
7. A minimum of five minutes will be given for warm-up. Be early in case we are running ahead of schedule.
8. A team cannot start a game with less than five players. If five players are not on the floor within five minutes of scheduled start time, the game is forfeited.
9. The line-up must be entered on the official score sheet at least three minutes before game time. If an incorrect line-up is entered on the score sheet, the bench will receive a technical foul.
10. Technical fouls will be awarded with two points and the ball out of bounds. The second Technical Foul on a player or coach will result in ejection from the gym.
11. Bonus will be shot on the seventh foul of each half and two shot foul on the tenth foul of half.
12. No pressing will be allowed when lead is 20 or more points.
13. **3rd - 4<sup>th</sup> grade level:** **No full court presses, zone defenses or half court traps, except last 2 minutes of the game. Person-to-person defense only. Help side defense permitted in the lane.**  
(first offense -- warning issued; second offense -- technical foul)  
**Game Ball will be 27.5" and free throw line will be at 12 feet.**  
**5<sup>th</sup> - 8<sup>th</sup> grade level:** **All defenses and presses are allowed.**  
**No zone defense in front court for 5th grade**  
(first offense -- warning issued; second offense -- technical foul)
14. National Federation of State High School Association rules apply in all other situations.
15. Pool Play Tie-Breakers are as follows:  
(Tie-breakers are reset after each winner is selected.)
  1. Head to head
  2. Fewest points allowed
  3. Highest point differential against all teams (15 points max per game)
  4. Most points scored against all teams
  5. Coin toss
  6. Forfeiture scored as 15 – 0 win