



Pirate Invitational Tournament Rules



Before the start of each game, the Referees will briefly meet with the Head Coach for introductions. This time may also be used to discuss any pending concerns, rule interpretations, or playing conditions.

1. **Home team**

Team on top side of bracket (or listed first on the sheet for pool play) will be considered home and wear dark colored jerseys.

2. **Warm-up time, half-time breaks**

Three (3) minutes are allowed for warm-up and two (2) minutes for half time; however, the referees have discretion to change these times to make sure the games move along in a timely fashion. Teams must have 5 players to start the game. Teams that are 5 minutes late to their scheduled game will forfeit their game. The score of the game will be recorded as 15-0 with the forfeited team being 0.

3. **Line Ups**

Each team is responsible to write their line up on the official score sheet prior to the start of the game. If numbers are not entered correctly or a number not entered at all, a technical foul will be issued. (See fouls)

4. **Timekeeper/Scorekeeper**

The home team (top team on the bracket or first in pool play) will be responsible for furnishing the official scorekeeper who will keep the official score, fouls, time out statistics, player substitution and the alternating possession of teams if needed. Timekeeper will be provided by the away team. The timekeeper will run the clock and scoreboard. The timekeeper and scorekeeper must sit together at a designated area.

5. **Game playing time**

All grades, two (2) fourteen (14) minute stop time halves. Running time will be used in the last seven (7) minutes of the second half whenever there is a lead of twenty (20) points or more with the clock stopping for time outs or at the referees' discretion. When the lead comes within ten (10) points or less, the clock will then resume stop time. To prevent game delays and to keep other games on time, we reserve the right to use running time at our discretion in the last seven (7) minutes of the second half.

6. **Overtime Periods**

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

7. **Time Outs**

Three (3) 1-minute timeouts per game. One (1) for the first overtime period. No time outs for a sudden death period. Unused timeouts do not carry forward to the overtime periods.

8. **Defense, Free Throws and Ball size**

Grade	Half Court Defense	Full Court Defense*	Free Throws	Ball size
4 th	Person to Person Only	• Not allowed	12ft	27.5"
5 th	Person to Person Only	• Person to Person Only • No full court press if lead exceeds 20 points	15 ft	28.5"
6 th	No restrictions	• No restrictions • No full court press if lead exceeds 20 points	15 ft	28.5"
7-8 th	No restrictions	• No restrictions • No full court press if lead exceeds 20 points	15 ft	29.5" (boys) 28.5" (girls)

* No teams may use a full-court press/trap when leading by 20+ points. After the first warning, the penalty for each violation of this rule will be a technical foul.

9. **Fouls**

Fouls will be called per the Minnesota State High School League rules. One and one will be shot after seven (7) team fouls per half; double bonus at 10 team fouls. NO TECHNICAL FOULS WILL BE SHOT. Two points and the ball will be awarded to the opposing team.

10. **Tie Breakers**

In round robin brackets and pool play, ties will be determined by (1) Head-to-head competition, (2) Largest average point differential, up to 15 points (3) coin flip.

11. **Protests**

No protests are allowed. The referees and or the Building Supervisor assigned to the building will settle all disputes.

12. **Ejections**

Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game.

13. **Other rules**

All other rules are according to the Minnesota State High School League.

14. **Courtesies**

- a) Please stay off the courts during time-outs and breaks of the game. This applies to players and spectators.
- b) Please clean up all drink bottles and other garbage left on the benches after your games.
- c) Please respect the gyms and school property.



Pirate Invitational Tournament Rules



15. **Pool Play Tie breakers**

TWO-TEAM TIE

In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner.

THREE OR MORE TEAMS TIED (3 step process)

Step One:

If more than two teams are tied, a point differential tiebreaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. (Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.)

NOTE: Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.

Step Two:

If more than two teams are still tied after the application of Step One, the point differentials of the teams not involved in the tie are added and the results recalculated.

Step Three:

If more than two teams are still tied after the application of Step Two, a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition.

SPECIAL NOTE: All forfeits are scored 15-0.