



Event Play

- Each team will play 5 games at the OSA Classic & Minnesota Heat/Fury Classic. Each team will play 3 league games at the Sanford Pentagon Summer Slam.
- Upon completion of league play the top 8 teams will advance to the championship bracket and play an additional 3 games in bracket play.
- The bottom 6 teams will advance to two pools of 3 teams followed by one final game for a total of 3 games in consolation play.
- In the event teams have identical records the tie breaker criteria will be their head to head record. If three or more teams have identical records the teams +/- point differential will be the tie breaker with each team receiving a maximum of 15 points per loss or win throughout the season.
- If three or more teams are involved with a tie after +/- differential and head to head can't be used to break the tie a coin flip will be used as the final tie breaker.
- **Each team will pay a nominal team entry fee of \$10 per team (\$30 per program) to compete in the July event. The fee is required by the NCAA in order to provide awards to the teams that finish in 1st & 2nd place in the respective age divisions.**

Rosters

- **Athletes may only compete on one team in one age division at each event.**
- Athletes may not switch teams throughout a single event however an athlete can be moved to a different roster at the start of a new event provided they meet the age requirement for the teams age division.

Sanford Pentagon Tournament Series - League Rules

The 2014 Sanford Pentagon Tournament Series will follow National Federation High School Rules with the following modifications:

- U15 – U17 – Two 16 minute halves with clock stopping on all whistles will be played in all U15 – U17 Divisions
- U13 – U14 – Two 14 minute halves with clock stopping on all whistles will be played in all U13 – U14 Divisions
- All overtime periods will be 1 minute in length with the clock stopping on all whistles.
- 3 full team timeouts per game.

- Timeouts will not carry over to the overtime period however 1 additional timeout will be granted to each team per overtime period.
- Each player will receive 6 personal fouls before disqualification.
- Bonus one & one free-throws will be shot on the 10th team foul of each half. No double bonus will be shot.
- A minimum of 5 minutes warm-up time between games.
- If a team leads by 20 or more points in the second half the clock will run continuously until the point differential is below 15 points. The clock will only stop on timeouts.

Each Team Must Provide:

- Their own uniforms with numbers clearly marked on the front and back of the jersey (recommended that reversible jerseys be worn or two sets of jerseys be available).
- Their own Warm-up basketballs.

Code of Conduct

The SPTS will strive to provide a competitive and quality atmosphere for players, coaches, parents and fans. A code of conduct will be enforced by our officials, site supervisors and tournament director(s). Unsporting conduct by players, coaches, parents or fans will not be tolerated. **Any player, coach, parent or fan who is ejected from any game will be asked to leave the premises and will not be allowed re-entry into the tournament for the duration of the tournament. An ejected player or coach could face further disciplinary action including expulsion from the league for remainder of the season.** Bottom line is that we want a competitive league that strives for sportsmanship.