

# Owatonna Basketball Tournament

## 4<sup>th</sup>-8<sup>th</sup> Grade

### BASKETBALL TOURNAMENT RULES

Minnesota State High School League Rules will be adhered to with the following highlights and/or changes:

1. Timekeepers will be provided. Home team may need to provide scorekeeper.
2. All games are 20-minute running time halves with stop time the last two minutes of each half. A 20-point lead in the second half will result in a change to running time the last two minutes of the game.
3. Each team is allowed **3** one-minute timeouts **per game**. One additional timeout will be allocated for overtime games.
4. Intermission will be a 3-minute halftime break. This may be reduced if games are running behind.
5. No protests. Referees and tournament officials will settle all disputes.
6. Overtime will be (1) two-minute stop time period. If the score is tied after one overtime period, the second overtime period will be sudden victory. The first team to score a point wins.
7. Technical fouls will not be shot. All technical fouls will be a 2 point award and the ball. A player or a coach will be ejected from the game should he/she be assessed with a 2nd technical foul. A coach ejected from a game will be required to leave the building and will not be allowed re-entry to the tournament. To be clear, a game ejection is also a tournament ejection.
8. The home team will be listed first or on top of the bracket.
9. The game ball will be furnished by the visiting team. The visiting team will wear alternate colored uniform, if required.
10. **4th Grade**
  - a. No full court press allowed
  - b. No zone defense allowed
  - c. Use a 27.5 game ball
  - d. Free Throws shot from 12 foot
11. **5th Grade**
  - a. No full court press allowed – EXCEPT the last two minutes of **each** half
  - b. No zone defense allowed
12. **6th-8th Grade**
  - a. No full court press if the lead is 20 points or more. Press can be reinstated if the trailing teams closes the game to within 10 points.
  - b. All defenses allowed
13. There will be a jump ball to start the game with alternate possession thereafter. A jump ball will be used to start each over-time period.
14. Pool Play Tiebreaker:
  - a. Head to Head
  - b. Lowest Points Allowed
  - c. Highest Points Scored
  - d. Coin Toss