

# MANITOBA MAGIC BASKETBALL

## RULES & REGULATIONS

### 2019 MANITOBA MAGIC INVITATIONAL TOURNAMENT

1. All teams will be guaranteed a minimum of 3 scheduled games.
2. Regulation FIBA rules will be followed with the following exceptions.
  - 4-8 minute stop time quarters – 14U and younger. 15U and older will be 4-9 minute stop time quarters.
  - 3 minute pre-game and 3 minute half-time with 30 second quarter time breaks.
  - 5 minute grace period will be given if a team does not have 5 players to start the game. After this grace period a win by default will be awarded.
  - Gym venues will not provide any balls.
  - 3 full timeouts – allowed anytime during the course of the game. Regulation game time outs will NOT carry over into overtime. Each team will have 1 timeout during overtime.
  - All division 13U and over will play under a 24 second shot clock which will be administered by the referees. The offensive team must make a scoring attempt before the time expires or face a turnover. The shot must be released prior to the clock expiring.
  - All boys 14U and older will use a size 7 (29.5) basketball. All female divisions and 8U-13U male divisions will use a size 6 (28.5) basketball.
  - 2005 and older - all defenses allowed.  
2006 and 2007 - man to man defense full court press allowed. Help defense allowed.  
2008 and younger - man to man defense only. NO PRESS ALLOWED
3. Players may play on more than 1 team only if teams are not in the same division. All players must be below the maximum age for the division they have entered. (14U born in 2005, 15U born in 2004, 16U born in 2003).

4. The roster you list on the game sheet of your first game is your OFFICIAL ROSTER FOR THE WHOLE TOURNAMENT. No additions will be allowed after the start of that game. Make sure to list any player who, for any reason, is not playing the first game, but intends to play any of the games over the tournament.
5. All games will be officiated by certified officials.
6. Violence will not be tolerated. Violence or fighting will automatically result in the player or coach being disqualified from the entire tournament. Depending on the situation, the officials along with the tournament committee will decide if the game will continue or if the game will end at the score currently posted.
7. Anyone who is assessed the following shall be ejected from the entire tournament:
  - a) Two direct technical fouls
  - b) One intentional technical foul with one direct technical foul
  - c) Three indirect technical fouls
  - d) Two indirect technical fouls with one direct technical foul
  - e) Two indirect technical fouls with one intentional technical foul
  - f) Any flagrant foul
8. The tournament site will have a facility supervisor. Please direct all questions, comments, or concerns to this individual.
9. Tiebreaking procedure to determine placing is as follows:
  - 1<sup>st</sup> Tie breaker – head to head results involving all teams tied
  - 2<sup>nd</sup> Tie breaker – point differential system involving **only** teams tied. Margin of victory for games between the tied teams is a max of 15 points per game
  - 3<sup>rd</sup> Tie breaker – same point differential system involving all teams in the pool
  - 4<sup>th</sup> Tie breaker – coin flips
10. Overtimes will be 2 minutes in length with regular clock operations. 1 time out only for overtime (no matter how many periods)
11. Both teams will supply a game ball to the officials who will chose one of the two as the official game ball.

**COACHES – PLEASE REMIND YOUR PARENTS AND SUPPORTER TO BE “FANS” NOT “FANATICS. WE ARE HERE FOR THE KIDS!!!**

Thank you and lets all have a safe and fun tournament!!