

# PBC Winter Classic Rules – December 2019

Normal Nebraska High School Rules apply with the following exceptions/additions;

## 1. Game Timing

- a. **20 minute running clock each half except for the last 1:00 minute of each half.** If one team is ahead by 20 points or more, then the clock shall run continuously. The clock will stop on all technical fouls, or at official discretion. Clock does not restart until it would in a normal dead ball situation.
- b. Official may stop the clock within reason. Intentionally wasting time to shorten the game can be punished by a technical foul. This does not mean a team cannot use a delay offense at any time they choose.
- c. 3 minute half time and minimum 5 minute warm up period before the game
- d. Games may start up to 10 minutes early (assuming minimum warm up period) – Coaches, please have your team ready to play. Game time will be forfeit time.
- e. **Teams shall receive three (3) total 30-second TIMEOUTS per game.** These timeouts do not carry over to overtimes. Teams will get one 30 second timeout for each overtime.

## 2. Overtime Rules

- a. **Overtime periods will be 2 minutes in length – Running clock the first minute with normal clock operation for the final 1 minute.** If teams are still tied after the first overtime, an un-timed sudden death overtime period shall begin after a 1-minute break. The first team to score 1 or more points will be declared the winner.

## 3. Pressing

- a. **Teams are not allowed to press over half court with a 15 point or more lead. Once a team achieves a 15 point or more point lead, they are not allowed to press again in the game, unless their lead is reduced to 10 points or less.**
- b. **3<sup>rd</sup> & 4<sup>th</sup> Grade Only Rule; NO Press allowed**

## 4. Defense Rules

- a. **MAN to MAN defense only - NO ZONE DEFENSE allowed at any level - including NO ZONE PRESSES – Officials will give a warning on the first infraction, any additional infractions will be considered a team Technical foul and 2 free throws will be awarded along with possession of the basketball. In a man to man defense, you may double team a player for a short time, but the defender should return within a reasonable time to guard an individual player.**
  - i. **Coaches – Please keep you and your players within the rules. Don't try to "beat the system" by coming up with gimmicks. We want players to develop the right way and the tournament to run without issue.**

## 5. Basketball Sizes

- a. 27.5" basketball will be used for 3<sup>rd</sup> grade with a 10' hoop – If both coaches agree, a 28.5" can be used. **Please note that 3<sup>rd</sup> graders will be allowed to land over the free throw line. It will not be considered a lane violation.**
- b. 28.5" basketball will be used for Grades 4-7 with 10' hoop
- c. 29.5" basketball will be used for 8<sup>th</sup> Grade with 10' hoop

## 6. Refreshments

- a. No outside food or drink allowed in the facility
- b. Food and drink will be available onsite at concession stands

## 7. Clock Operator / Score Keeper

- a. **Each team will be responsible for providing a volunteer for each game to run the clock or do the scoresheet.** Volunteers shall report to the official during the game.
- b. **Please refrain from cheering or coaching from the scorer's table.**

## 8. Behavior

- a. **Inappropriate behavior will NOT be tolerated!** A technical foul may be assessed at any time by an official to a player, coach, or team. A second technical foul assessed to a player or coach during a game will result in removal from the current game and the coach/player will be suspended from the team's next tournament game.
- b. Any player, coach, or fan asked to leave the facility will not be allowed back in the facility during the tournament.
- c. Only the head coach is allowed to: a) Stand during play. b) Address the officials at any time during play. Violations of the above will result in a warning from the official. A second violation will result in a technical foul. A third occurrence by that team's coaches will result in a technical foul and the violating coach will be asked to leave the gymnasium. Further violations could result in an automatic forfeit at the discretion of the officials and/or tournament site director.

**9. Tie Breakers**

- a. In pools with 4 teams, the team with the best win-loss record will be the champion for that division. In the event of a two-way tie, head to head results will determine the champion. In the event of a three-way tie, the following will be used to determine the final standings in lieu of head to head (in order): a) Point Differential b) Fewest points allowed for all games. al. c) Points Scored, d) Coin flip.
- b. In divisions with 6 or more teams – teams will be seeded in their pool using the above after 2 games played. The top seeded teams in each pool will play for 1st, the next 2 highest seeded teams in each pool will play for 3rd, and the last place team in each pool with play for 5th.
- c. In the event of a circumstance not covered above, the tournament site director will use their discretion to determine the outcome and that decision will be final.

**10. Medals**

- a. Awarded to the 1<sup>st</sup> and 2<sup>nd</sup> place teams of each division

**11. Tournament Entry Fees & Miscellaneous**

- a. Only the players on the roster, head coach and one assistant are granted free access for the tournament.
- b. Adults (Age 16+) \$6 day, Ages 5-15 (\$3 day), 4 and Under – Free      No weekend passes
- c. The coaches are responsible for cleaning up their bench following the completion of their game. Please make sure all water bottles and trash are cleaned up immediately following your game.

**12. Site Director**

- a. Each gym will have a Supervisor. Please direct all questions, comments, or concerns to this individual. Or, please contact the Tournament Director, Ben Murphy @ 402-659-8243 or Bob Harding @ 402-880-4549

**Thank you for playing in the PBC Winter Classic. [www.mspatriotyouthsports.com](http://www.mspatriotyouthsports.com)**