



Eagan Run-N-Gun Tournament

2020 Tournament Rules

Rules will be according to the current basketball rulebook governed by the National Federation of State High School Associations—with the following additions and exceptions:

1. Home Team (Team on Top of Bracket or listed first in Pool Games) must supply an official scorekeeper. Home Team will have their choice of uniform color.
2. A team must have at least 5 players to start a game. Teams (with a minimum of 5 players) not on the floor within 5 minutes after scheduled starting time will forfeit.
3. The 3-point shot rule will apply at all grade levels whenever the playing floor is so marked.
4. All games will be 14 minutes stop time halves. If a 20 point lead is attained in the final 7 minutes of the second half, the game clock will be running time except for time-outs. Stop time will be reinstated if the lead goes 10 points or below. Running time will be enforced in both bracket and pool play.
5. Half-time will be 5 minutes. Warm-up time will be 5 minutes as time allows. The tournament reserves the right to alter game times, half-time, and warm-up time as needed to keep on schedule.

Please do not arrive before 7:45 AM for 8:00 AM games.

6. If the game is tied at the end of the second half, a 2-minute (stop time) overtime period will be played. If still tied after the 2-minute overtime period, a “sudden victory” will apply with the first score after the jump ball.
7. Pool Play Tie-Breaker Criteria (to determine seed)*:
 - Two-Team Tie
 - In any situation where two teams are tied, the head-to-head competition between the teams shall determine the winner
 - Three or More Teams Tied
 - Step 1: If more than two teams are tied, a point differential tie-breaker 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.
 - 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 2: 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 calculated
 - Step 3: If more than two teams are still tied after the application of Step 2, 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**

*Per MYAS Pool Play Policy

8. Bonus free throws to be shot on the 7th team foul of each half. Starting with the 10th team foul of each half, 2 free throws are awarded.
9. Each team is allowed 3 timeouts per game (two 1 minute and one 20 second), with no carryover to overtime. One, 1 minute timeout per team is permitted in the overtime period.

10. Allowable defenses, free throw distance and ball size by grade:

Grades	Half-Court Defense	Full-Court Defense	Free Throws	Ball Size Boys	Ball Size Girls
4	Person-to-Person Only	Not Allowed	12 feet	27.5	27.5
5	Person-to-Person Only	Person-to-Person Only	15 feet	28.5	28.5
6	No Restrictons	No Restrictons	15 feet	28.5	28.5
7-8	No Restrictons	No Restrictons	15 feet	29.5	29.5

11. When a 20 point lead is reached, the leading team may no longer press. Officials and the scorekeeper will remind the leading team to remove the press. Officials will issue 1 warning. All subsequent violations will be a technical foul.
12. Technical fouls will be assessed according to the current rules of the National Federation of State High School Associations with the exception that 2 points are automatically awarded (no free throws) and possession of the ball is awarded. Special emphasis will be given to:
- a) "Trash talking", taunting of an opposing player, or unsportsmanlike gestures including "in-your-face" gesture after a made basket, or blocked shot.
 - b) Unsportsmanlike conduct or language by players, coaches and spectators.
13. FIGHTING: Any player disqualified for fighting will not be allowed to participate in any remaining tournament games. 14. A player is disqualified after their fifth foul unless the team would not be able to field 5 players. The last player to foul out will remain in the game, but subsequent fouls on that player will result in the fouled team being awarded a technical foul (see rule 12), their regular foul shot(s) and the ball.
14. No protests will be considered. All decisions will be made by the officials on the floor.