



LAKEVILLE SOUTH GIRLS BASKETBALL
2022 COUGAR CLASSIC TOURNAMENT RULES

MASKS ARE REQUIRED TO BE WORN BY ALL

MSHSL Rules apply with the following exceptions:

- 1: Teams should be ready to play 15 minutes before scheduled game time. Games may start early after a 5 minute pre-game warm-up. After a 5 minute grace period teams not ready to play will forfeit.
- 2: All games will be played in two 14 minute halves with a 3 minute half-time break.
- 3: Two full time-outs per game in regulation play. No carryover into overtime play.
- 4: One two minute OT period (running time), then sudden death OT. One time-out per OT period.
- 5: Each team will provide a person at the scorer's table, either as scoreboard operator or scorebook keeper.
- 6: A team must have 5 players to begin a game, but may finish with 3 players.
- 7: Technical fouls will result in an automatic 2 points and the possession of the ball.
- 8: Two technical fouls during the tournament will result in automatic ejection from the tournament.
- 9: No full court press is allowed when a team is ahead by 15 or more points. The clock will run in the 2nd half at the 7 minute mark if a team is ahead by 20 points until the lead falls below 10 points.
- 10: Grade Rules:
 - 3rd & 4th Grade Divisions: Person to person help defense only, no pressing and no zones.
Must drop back to half court.
After a time out ball advances to front court for throw in.
Free throws will be shot from 12 ft.
27.5 basketballs will be used.
 - 5th Grade Divisions: Person to person help defense only, no zones.
28.5 basketballs will be used and free throws will be normal distance.
 - 6th through 8th Grade Divisions: All defenses and presses are allowed.
28.5 basketballs will be used.
- 11: The players, as per MSHSL rules, may not wear jewelry. The tournament director or site manager, prior to the start of the game, must clear any exceptions.
- 12: All decisions by referees, tournament officials, timers and scorers are final, no protests are allowed.
- 13: Tournament Director has the right to alter format, sites, times or call forfeits if necessary.
- 14: Tie Breakers for Round Robin formats are as follows: 1) most wins, 2) head to head results (when only 2 teams are tied), 3) point differential with a maximum of 15 points per game, 4) least points allowed, 5) coin toss.
- 15: The Home Team is the top team in the bracket and will provide the game ball. If both teams have the same color uniforms the visitors will change colors.