



## Spring Lake Park Panther Basketball 2022 Tournament Rules

Minnesota State High School League rules will be observed, with the following modifications:

1. **HOME TEAM:** The Home team is the 1<sup>st</sup> team listed on the pool or top of bracket schedule. The home team (or Spring Lake Park when playing) must supply an official scorebook keeper.
2. **ARRIVAL:** Teams should be at the game location at least 20 min. before game time. Games will not start more than 10 minutes early if running ahead of schedule. Only tournament officials may adjust warm-up times (not referees) to keep the tournament on schedule.
3. **GAME BALL:** Teams are responsible for providing their own basketballs. Game ball will be selected by game referee.  
**3<sup>rd</sup> and 4<sup>th</sup> grade level will use a 27.5" size ball 5-8<sup>th</sup> grade will use a 28.5" ball**
4. **FORFEIT:** A team cannot start a game with less than 5 players. If enough players are not on the floor 5 minutes after the scheduled start time, the game is forfeit, will be recorded as 20-0.
5. **LINE UPS REQUIRED!!:** Each team's line-up must be entered on official score sheet at least three minutes before game time. If an incorrect line-up is entered on the official score sheet, the bench will receive a technical foul.
6. **PLAYING/HALF TIME:** Games will consist of two 14-minute halves with stop time. There will be a five-minute (schedule permitting) warm up once floor is cleared and a three-minute break at half time. ONLY TOURNAMENT OFFICIALS can adjust warm ups/halftime lengths (NOT REFS).
7. **TIME OUTS:** Teams will have **three (3)** full time outs during regulation. For each overtime period, one full time out will be granted.
8. **OVERTIME:** The first overtime period will be two minutes, stop time. The second and any subsequent overtime period will be 1 minute each stop time (no sudden death).
9. **RUNNING TIME:** Running time will occur when ten minutes remain in the game and if there is a 20+ point spread between the two teams. If the lead falls below 10 points, stop time will resume.
10. **FOULS:** The one-and-one bonus will be awarded on the 7th team foul. A two-shot penalty will be awarded on the 10th and subsequent team fouls. **4<sup>th</sup> grade may cross the line on their follow-through for free throws.**
11. **TECH. FOULS:** Any technical foul (bench or player) will result in an automatic 2 points and the ball for the opposing team. Any player or coach receiving two technical fouls in a game will be ejected and required to leave the building.
12. **PRESS:** A full court press is permitted at all levels, EXCEPT at 4th grade level only in the last two minutes of each half. If, however, a team is ahead by 20 points or more, it may no longer use a full court press.
13. **DEFENSE:** Frontcourt defense MUST be man-to-man, may double team IN THE PAINT at the 4<sup>th</sup> and 5<sup>th</sup> grade levels. 6<sup>th</sup> – 8<sup>th</sup> can play Zone.
14. **3 POINT FIELD GOAL:** The three-point field goal will be allowed at all grade levels where floor is clearly marked.
15. **NO PROTESTS:** Protests will not be honored. All disputes will be settled by the game referees.
16. **POOL PLAY TIES:** For pool play, ties will be resolved as follows: 1st tie breaker – head to head record; 2nd tie breaker – point differential in all games involving tied teams; 3rd tie breaker – point differential in all games; 4th tie breaker – coin toss. For 2nd and 3rd tie breaker, no more than 15-point differential will be recognized. Forfeits are scored 20-0
17. **COACHES:** Please tell your fans to stay off the playing floor following all games and meet players away from courts so next game warm ups can begin.
18. **PLAYERS:** DRIBBLING BALLS IN HALLWAYS OR AWAY FROM COURTS IS NOT ALLOWED. NO SHOOTING DURING TIMEOUTS unless refs allow it.
19. Posted schedules on Tourney Machine and rules at the score tables are OFFICIAL. Check for changes and communications via email.