



## Eastview Lightning Classic Tournament Rules - Boys

**Home Team** – Listed on the top of the bracket or left side of pool, will wear dark jerseys, provide the game ball and they must provide a scorekeeper to operate the score clock.

**Visiting Team** – Listed on the bottom of the bracket or right side of pool, will wear light jerseys and they must provide a scorekeeper to fill out the official scoresheet.

### 1) Timing Factors

- a. Tip-off will occur no earlier than 5 minutes before posted time unless agreed to by both teams.
- b. Warm Up will be at least 5 minutes unless court is behind schedule; teams not on the floor 5 minutes after scheduled time will forfeit (results in a score of 15-0). Teams must have 5 players to start a game.
- c. Game Length will be two 14 minute, stopped time halves. ***For 4<sup>th</sup> grade, clock does not start after a timeout until the ball crosses half court in the last 30 seconds of the game.***
- d. Halftime will be 3 minutes; however, tournament director and/or court referees can adjust if necessary.
- e. Timeouts are limited to three 60 second time outs per game and one timeout in the first overtime period. Unused timeouts do NOT carry over into overtime period.
- f. Overtime will allow for a 2 minute break followed by a 2 minute, stop-time period. The second overtime will be untimed, sudden victory with the first team to score winning. Each overtime period begins with a jump ball.

### 2) Equipment

- a. Ball Size will be 27.5 for 4<sup>th</sup> grade, 28.5 for 5<sup>th</sup>-6<sup>th</sup> grades, and 29.5 for 7<sup>th</sup>-8<sup>th</sup> grades.
- b. First-aid and sanitizing supplies are the responsibilities of each team.
- c. Jewelry must be removed prior to stepping onto the court; players are not allowed to tape over any kind of jewelry.

### 3) Playing Rules

- a. Lineups must be submitted to the scorer's table 5 minutes prior to start time. If a player's number is not submitted properly at the start of the game on the score sheet, it will result in a technical foul (2 points and the ball).
- b. Free Throws will be shot from 12 feet for 4<sup>th</sup> grade and 15 feet for 5<sup>th</sup>-8<sup>th</sup> grade. Shooters for all grades may not cross the free throw line until the ball hits the rim. Bonus shots will be awarded on the seventh team foul and double bonus on the tenth team foul each half.
- c. Technical Fouls will result in two points and the ball for the opposing team (no free throws). Two technical fouls results in automatic ejection from the tournament.
- d. Defense/Pressing per the following guidelines:
  - 4<sup>th</sup> Grade – person to person defense only and NO full court pressing or double teaming allowed.
  - 5<sup>th</sup> Grade – person to person defense everywhere; no double teaming allowed.
  - 6<sup>th</sup> – 8<sup>th</sup> Grade – no restrictions.
  - NO teams may use a full-court press if they are ahead by 20 points or more.
  - After the first warning, the penalty for each violation of the rules above will result in a technical foul.
- e. Running time will continue in the last 2 minutes of the second half if a team is leading by 20 or more points. During running time, the clock will be stopped for injuries and timeouts. The game will return to stop-time if the lead falls below 10 points.
- f. Protests are not allowed; referees and tournament officials will settle disputes on the floor.
- g. Sportsmanship rules MUST be followed by players, coaches, parents and fans. Inappropriate conduct may result in disqualification. Any player, coach, parent or fan that is removed from a game could be banned from the tournament at the discretion of tournament officials with NO refunds given. Abusive language, physical force or verbal threats by anyone will result in removal from the tournament. NO refunds given
- h. Tiebreakers for pool play will use the following criteria in this order:
  - i. Win / loss record
  - ii. Head-to-head competition (2 way tie)
  - iii. Point differential with a max of 15 points per game (3 way tie)
  - iv. Fewest points allowed
  - v. Coin flip
- i. Minnesota State High School League rules govern all other game situations.