

Burnsville Blazin' Hot Hoops Tournament Rules 2022

Note: Courts are reserved for games only! Please be respectful and courteous to coaches and players involved in the game by not going on the court in between games or during games. Only players and coaches involved in the current game will be allowed on the game floors. Coaches, please help our tournament run on time and efficiently.

National Federation of High School Basketball Rule Book and MYAS regulations will be followed except as noted below:

1. Game-timing
 - a. 4th-6th grade
 - i. 20 minute halves, running time
 - ii. Clock will stop during the last two minutes of the second half (unless one team is ahead by 20 points)
 - b. Halftime will be 3 minutes in length
 - c. Timeouts
 - i. Each team is allowed 3 timeouts per game
 - ii. Each timeout is 1 minute in length
 - iii. Each team is allowed 1 timeout per overtime
 - iv. Timeouts from regulation do not carry over into overtime
 - v. No timeouts in sudden death overtime (see overtime rules below)
 - d. Overtimes
 - i. The first overtime will be 2 minutes in length with stop clock
 - ii. The second overtime will be sudden death

Warmups and pregame

- i. Each team will be given at least a 3 minute warmup period
- ii. All games may start up to 15 minutes early and as such will be considered on time
- iii. Any team without 5 rostered players present at the start of the game will forfeit that game (with no grace period)
- iv. All forfeits will be scored as 100-0 for tiebreaker purposes

2. Technical Fouls

- a. All technical fouls will award an automatic 2 points and possession
- b. Anyone receiving 2 technical fouls over the course of the tournament will be asked to leave the premise for the remainder of the tournament
- c. Technical fouls will be charted by the tournament director in consultation with the officials

3. Defensive Rules

3rd/4th grade: Only Person to person, no full court allowed

5th grade: Only Person to person, full court allowed, no double teaming/trapping

6th grade: No restrictions

4. Miscellaneous

a. Referees and/or Tournament Director will resolve all disputes as they arise. All decisions are final and may not be appealed

b. Scorekeeping

i. The home team must supply the score keeper

ii. The scorekeeper must sit at the official scorer's table

iii. Game sheets will be provided and the sheet at the official scorer's table is considered the official book

c. Tie-breakers (used to determine seeding for some pools and places in others)

i. Head to head record

ii. Points given up

iii. Total points scored

iv. Coin flip

d. Free Throw Line

3rd/4th grade: 12 feet

5th/6th grade: 15 feet

Thank you for being a part of the Burnsville Blazin' Hot Hoops Tournament. Please be respectful to the referees. We couldn't do this without them. Good luck to all teams!!!