



**2011 Farmington Tiger Classic
Saturday – Sunday
December 3 - 4, 2011**

Tournament Rules

Minnesota State High School League rules will be observed, with the following notations/changes:

- All games will consist of two 14 minute halves with stop time.
 - 3 minutes for halftime and 5 minutes between games.
 - If a team is leading by more than 20 points in the final 7 minutes of the second half, the game clock will be running time except for timeouts. Stop time will be reinstated if the lead goes to 10 points or less.
 - **Tournament officials have discretion to adjust these times**
- Each team is allowed 3 timeouts per game. For each overtime period, one timeout will be granted. **No carry-over of timeouts into Overtime.**
- In the case of a tie at the end of regulation, the First Overtime period will be one (1) minute, stop time. The Second Overtime will be “sudden victory” – first score wins, running time.
- Teams must have 5 players to start a game. We are operating on a very tight time schedule. Therefore, game time is forfeit time. There is no grace period. The Site Coordinator will make the final decision on game forfeitures. The Site Coordinator will assess each individual situation on its own merit before declaring forfeiture. **There will be games that start early. Please be at your designated court 20 minutes prior to the scheduled start.** Line-ups must be in the official scorebook 5 minutes prior to the start of the game.
- All players must only play for one team in this tournament. A player may play up a level, but cannot play down.
- Technical Fouls will not be shot. Technical or flagrant fouls: opponent will be awarded 2 points plus possession. **If 3 technical fouls are called on a team during a game, a forfeit will be declared and the violating team will be disqualified from the tournament.**
- Bonus free throws will be shot on the 7th team foul each half. Two free throws will be shot on the 10th team foul each half.
- The 3-Point shot will be in effect on floors where marked.
- The **Home team** is the FIRST team listed on the pool or bracket schedule. The home team is responsible for providing an official scorer for the game. The official scorer must sit at the scorer’s table and must use the official score sheet provided for the game. The **Visiting team** will provide the game ball and will wear alternate colored uniforms if required.
- **Grades 4 & 5 B/C - NO FULL COURT PRESSES ALLOWED. Except for the last 2 minutes of the half or last 2 minutes of the game. NO ZONE DEFENSES.**
- **Grades 5A, 6, 7, & 8: No full-court presses if the lead is 20 or more points in either half until the trailing team closes to within 10 points or less. All Defenses allowed.**

- Most tournament brackets will incorporate pool play on Saturday. Sunday will be primarily bracket play with single elimination. Pool play will determine bracket slot or seed for subsequent single elimination bracket play. **See Pool Play rules for further details. It is the responsibility of the coach to leave contact information with the Site Coordinator so scheduled times for Sunday's game can be communicated to them at the end of the day on Saturday.** Updates will also be posted online.
- Unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated and will be penalized accordingly.
- **Ejection Policy. Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game.** They will be allowed to participate after their disqualification has expired. However, if the ejection was due to "flagrant unsportsmanlike conduct" they will be disqualified for the remainder of the event. Examples of "flagrant unsportsmanlike conduct" include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, use of profane language, etc.
- All disputes will be settled by the referees and tournament officials on the court.
- **Inclement Weather.** If hazardous weather conditions, please check our website at <http://www.fyaasports.org/page/show/141182-farmington-boys-tiger-classic> for updates. If your game is not canceled and you do not show up for your scheduled game, you will incur a forfeit.

Pool Play Tie Breaker Rules

The "elimination tie-breaker method" will be used; teams are eliminated at each step of the tie-breaker procedure until only a single team remains. If a single top team is determined at any given step, that team advances while all other teams are eliminated. If more than one top team is determined at any given step, those teams revert back to the first step of the procedure while all other teams are eliminated. Only if a step fails to eliminate any teams do you continue to the next step of the procedure.

- STEP 1: The higher place is awarded based upon best winning percentage (wins/games played).
- STEP 2: The higher place is awarded based upon best winning percentage (wins/games played) in games played among only the tied teams. **This step will only be used when all tied teams have played at least one game versus any one of the tied teams.**
- STEP 3: The higher place is awarded based upon the lowest average defensive points allowed for all games played (including those played versus non-tied teams.)
- STEP 4: The higher place is awarded based upon average point differential for all games played (including those played versus non-tied teams.) Each team is given a point differential (points scored minus points allowed) for each game played. The team with the highest average point differential is awarded the higher place. **A maximum of +15 differential points per game will be utilized (e.g., if a team wins by 23 points they will only count the maximum point value of 15). In the event of a forfeit, the game will be scored 15 – 0.**
- STEP 5: Any remaining ties are broken by a coin toss. If more than 2 teams are involved, all teams flip a coin simultaneously with the minority result group being eliminated (*a re-flip will occur if the resulting groups contain an equal number of teams.*)

Please note that the per-game average is used for steps 3 and 4, not total points. This is done to ensure fairness in the event the tied teams have played a different number of games.