

# 27th Annual OMGBA Girls Traveling Tournament Tournament Rules

## No All-Star or Renegade/Independent Teams

Any team with the definitions below is not allowed into the tournament without the written consent of the tournament director. Any team identified by the definitions below without written consent will be asked to leave the tournament, their remaining games cancelled with no entry fee refund. Following are MYAS definitions:

- **"All-Star"** An "all-star" team is defined as any team that is composed of players from multiple communities where recognized youth associations exist.
- **"Renegade/Independent"** A "renegade/independent" team is defined as any team that is comprised of players who all reside in the same community or attend the same school, but who have chosen to bypass the local traveling association.

## Home Team

First team listed in the bracket will be the home team and will have their preference for uniform color and will provide the game ball.

## Warm-up time, quarter breaks, half-time breaks

Will be determined by the referees to make sure the games move along in a timely fashion.

## Line Up

Each team is responsible to write their line up on the official score sheet prior to the start of the game. If numbers are not entered correctly or a number not entered at all, a technical foul will be issued. (See fouls)

## Game playing time

All grades, two (2) fourteen (14) minute stop time halves. Running time will be used in the fourth (7) minutes of the second half whenever there is a lead of twenty (20) points or more with the clock stopping for time outs or at the referee's discretion. When the lead comes within ten (10) points or less, the clock will then resume stop time. To prevent game delays and to keep other on time, we reserve the right to use running time at our discretion in the fourth (7) minutes of the second half.

## Overtime Periods

The first overtime period is two (2) minutes stop time. The second overtime period if necessary is sudden death. Each overtime period will start with a jump ball.

## Time Outs

Three (3) per game. One (1) for the first overtime period. None for a sudden death period. Unused timeouts do not carry forward to the overtime periods.

## Defense

All defenses are allowed with the hope that most teams will use a person to person half court defense especially at the 5<sup>th</sup> grade level. Person to person or zone presses are allowed but must drop back to a half court defense if leading by 20 points. One verbal warning will be issued then a technical foul will be issued.

## Fouls

Fouls will be called per the Minnesota State High School League rules. One and one will be shot after seven (7) team fouls per half. Two shots after ten (10) team fouls per half. NO TECHNICAL FOULS WILL BE SHOT. Two points and the ball will be awarded the opposing team.

## Tie Breakers

In round robin brackets and pool play, ties will be determined by (1) Head to Head competition, (2) Lowest number of points allowed, (3) Largest average point differential, up to 15 points and (4) coin flip.

## Awards

Maximum of ten (10) awards per team.

## Protests

No protests are allowed. The referees and/or Building Supervisor assigned to the building will settle all disputes.

## Other rules

All other rules are according to the Minnesota State High School League.