

**OMGBA Boys Traveling Tournament**  
**Tournament Rules**  
*Quality Tourney Action Since 1975!*

**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, half-time breaks**

Five (5) minutes are allowed for warm-up and half time; however, the referees have discretion to change these times to make sure the games move along in a timely fashion.

**Line Ups**

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 last seven (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 referees' 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 games on time, we reserve the right to use running time at our discretion in the last seven (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. No time outs for a sudden death period. Unused timeouts do not carry forward to the overtime periods.

**Defense**

All defenses are allowed. 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 on subsequent violations.

**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; double bonus at 10 team fouls. **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.

**Protests**

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

**Other rules**

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

**Courtesies**

- Please stay off the courts during time-outs and breaks of other games. This applies to players and spectators.
- Please clean up all drink bottles and other garbage left on the benches after your games.
- Please respect the gyms and school property.