



2012 Girls Farmington Tiger Classic Saturday – Sunday February 11-12, 2012

RULES

All games will be played under Minnesota State High School League Rules except where noted.

1. **Blood Rule:** The blood rule will be enforced. (Players showing blood will be asked to leave the court until an appropriate bandage/dressing is applied.)
2. **Defenses:** 4th and 5th grade no zone defenses. All defenses are allowed in 6th-8th grade.
3. **Pressing:** Pressing is allowed at 5th-8th, no 4th grade pressing. No full court presses will be allowed by a team with a 15 point lead or greater.
4. **Free Throws:** One and one bonus free throws will start with the 7th foul of each half. Two free throws (double bonus) will start with the 10th foul of each half.
5. **Intermissions:** Intermission is three minutes at half time.
6. **Overtime:** The first overtime period will be two minutes of stop time. The second overtime period will be sudden death (first team to score) victory. All overtimes start with a jump ball.
7. **Players:** A team must have 5 players to start the game. If a team is unable to have five players on the court within five minutes after the scheduled start of the game, they will forfeit the game.
8. **Protests:** No protests are allowed. All disputes will be settled on the spot by the referees, official scorekeeper, and tournament officials.
9. **Rosters:** Teams must submit their rosters to official scorekeeper at least five minutes before the start of the game.
10. **Scorekeepers:** The official scorekeeper for each game is to be supplied by the home team (top team shown in the pairings or first team listed in pool play) for each game. If that team is unable to supply an experienced scorekeeper, then the visiting team shall supply the scorekeeper. The official scorekeeper shall sit at the scorer's table.
11. **Three Point Shots:** 3 point shots are valid for all age groups.
12. **Time:** All games will be played with two 14 minute halves. There will be running time in the **last 7 minutes** of the game with a 20-point lead. If the lead drops below 10, stop time will resume.
13. **Time Outs:** All teams will have 3 time outs per game, no carry over. Teams will receive one time out for each overtime period.
14. **Tournament Schedule:** If the tournament is running behind schedule, tournament officials may use any of the following measures to keep the tournament on schedule:
 - shorten the length of time outs
 - shorten half time
 - use running time
15. **Warm Ups:** Teams will be allowed at least three minutes to warm up.
16. **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.

