

Blaine Back Court Club

2012 Tournament Rules (4th – 8th Grade)

- Minnesota State High School League rules will be observed, with the following notations/changes:
- The home team is the first team listed on the pool or bracket schedule. The home team must supply the game ball.
- Games will consist of two 14 minute halves with stop time. There will be a 5 minute break at half time (may be shorten by referees depending on tournament schedule). In the last 7 minutes of the game, running time will apply if the lead is 20 points or more. Stop time will resume if the lead is cut to 10 points or less.
- Each team will have 3 timeouts per game during regulation time. For each overtime period, one time out will be granted. No carry over into extra periods.
- In the case of a tie at the end of regulation, the first overtime period will be two minutes, stop time. The second overtime period, if necessary, will be sudden death, running time. Overtimes will commence with a jump ball.
- Bonus (one-and-one) free throws will be shot on the 7th foul per half. Double bonus is in effect on the 10th foul at which time 2 shots are awarded.
- Any technical foul (bench or player) will result in an automatic 2 points and the ball for the opposing team. Any player or coach receiving two technical fouls in a game will be ejected and required to leave the building. Violators are subject to ejection for the duration of the tournament.
- The three point rule is in effect where the floor is appropriately marked.
- Defensive Restrictions
 - 4th Grade – No zone defense and no press allowed.
 - No press in any grade if team is ahead by 20 points or more. A team leading by 20 or more that fails to fall back on the press will be given one warning by the officials for the first violation. The second and subsequent violations will result in a bench technical foul.
 - All types of defenses will be allowed for 5th – 8th grades.
- Teams should be at the game location at least 15 minutes before game time. A warm-up period of 5 minutes will be allowed before each game. Referees may shorten warm-up times or half-time breaks to keep the tournament on schedule. Please check brackets at the site for any changes in game time or place. The official schedule will be posted at each site.
- Each team is responsible to provide its own basketballs.
- A team cannot start a game with less than 5 players. If enough players are not on the floor 5 minutes after the scheduled start time, the game is forfeit. The score for a forfeit will be 15-0.
- The line-up must be entered on the official score sheet at least three minutes before game time. If an incorrect line-up is entered on the official score sheet, the bench will receive a technical foul.
- Protests will not be honored. All disputes will be settled by the game referees. The tournament director has no control over the officials. If there is an issue of sportsmanship of an official or player, please contact the tournament director. Sportsmanship concerns will be addressed appropriately.
- Fighting is prohibited before, during or after the game. Players involved in a fight will be eliminated from the game they are in and all games remaining in the tournament. In addition, if any other member of their team gets into a subsequent fight, the team will forfeit their remaining games. Tournament registration fees will not be refunded.
- Coaches are responsible for their actions and the actions of their players and fans. Inappropriate behavior will not be tolerated. Officials have the authority to forfeit games if necessary because of unsportsmanlike conduct. Tournament Directors reserve the right to remove from the tournament premises, or refuse admission to, any individual in the sole discretion of the Tournament Director.

Blaine Back Court Club

2011 Tournament Rules (9th Grade)

- Minnesota State High School League rules will be observed, with the following notations/changes:
- The home team is the first team listed on the pool or bracket schedule. The home team must supply the game ball.
- Games will consist of **two 15 minute halves with stop time**. There will be a 5 minute break at half time (may be shorten by referees depending on tournament schedule). In the last 7 minutes of the game, **running time will apply if the lead is 35 points or more. Stop time will resume if the lead is cut to 20 points or less.**
- Each team will have 3 timeouts per game during regulation time. For each overtime period, one time out will be granted. No carry over into extra periods.
- In the case of a tie at the end of regulation, the first overtime period will be two minutes, stop time. The second overtime period, if necessary, will be sudden death, running time. Overtimes will commence with a jump ball.
- Bonus (one-and-one) free throws will be shot on the 7th foul per half. Double bonus is in effect on the 10th foul at which time 2 shots are awarded.
- Any technical foul (bench or player) will result in an automatic 2 points and the ball for the opposing team. Any player or coach receiving two technical fouls in a game will be ejected and required to leave the building. Violators are subject to ejection for the duration of the tournament.
- The three point rule is in effect where the floor is appropriately marked.
- **No Defensive Restrictions**
 - **Full-Court Presses allowed at all times.**
- Teams should be at the game location at least 15 minutes before game time. A warm-up period of 5 minutes will be allowed before each game. Referees may shorten warm-up times or half-time breaks to keep the tournament on schedule. Please check brackets at the site for any changes in game time or place. The official schedule will be posted at each site.
- Each team is responsible to provide its own basketballs.
- A team cannot start a game with less than 5 players. If enough players are not on the floor 5 minutes after the scheduled start time, the game is forfeit. The score for a forfeit will be 15-0.
- The line-up must be entered on the official score sheet at least three minutes before game time. If an incorrect line-up is entered on the official score sheet, the bench will receive a technical foul.
- Protests will not be honored. All disputes will be settled by the game referees. The tournament director has no control over the officials. If there is an issue of sportsmanship of an official or player, please contact the tournament director. Sportsmanship concerns will be addressed appropriately.
- Fighting is prohibited before, during or after the game. Players involved in a fight will be eliminated from the game they are in and all games remaining in the tournament. In addition, if any other member of their team gets into a subsequent fight, the team will forfeit their remaining games. Tournament registration fees will not be refunded.
- Coaches are responsible for their actions and the actions of their players and fans. Inappropriate behavior will not be tolerated. Officials have the authority to forfeit games if necessary because of unsportsmanlike conduct. Tournament Directors reserve the right to remove from the tournament premises, or refuse admission to, any individual in the sole discretion of the Tournament Director.

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2011 Tournament Rules

POOL PLAY TIE BREAKER

TWO-TEAM TIE

In any situation where two teams are tied, head-to-head competition between the two teams shall determine the winner.

THREE OR MORE TEAMS TIED

Step One:

If more than two teams are tied, a point differential tie breaker will be applied. **Only the point differentials of the games between the teams involved in the tie are totaled.** Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. (Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.)

NOTE: Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.

Step Two:

If more than two teams are still tied after the application of Step One, the point differentials of the games from the teams not involved in the tie are added and the results recalculated.

Step Three:

If more than two teams are still tied after the application of Step Two, a three-way flip of the coin will break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams will be broken based on the results of their head-to-head competition.

SPECIAL NOTE: All forfeits are scored 15-0.