



LAKEVILLE SOUTH GIRLS BASKETBALL COUGAR CLASSIC TOURNAMENT RULES

MSHSL Rules apply with the following exceptions:

1. Teams should be ready to play 15 minutes before scheduled game time. Games may start early.
2. 5 minute pre-game warm-up. Lineups must be submitted 5 minutes before game time. Teams not on floor at the scheduled start time will forfeit with a 2 – 0 score after a 5 minute grace period.
3. The **HOME** team will provide a basketball and scorer who must sit at the scorer's table and use the tournament scoresheet. The **HOME** team is the team listed on the top of the bracket and will have choice of uniform color.
4. Teams must have 5 players to begin a game but may finish with 4 players.
5. All games played in two 14 minute halves. Three minute break at half-time.
6. Three full time-outs per game. (Regulation play). No carryover into overtime.
7. One two-minute overtime period, then sudden death. One time-out per overtime.
8. Technical fouls will be automatic two points and the ball.
9. Two technicals during the tournament will result in automatic ejection from the tournament.
10. No pressing after lead of 15 points or more. Clock will run in the second half at the eight minute mark if a team is ahead by 20 points. Clock will continue to run until the lead falls below 10 points.
11. **For 4th grade division: man to man help defense only, no pressing and no zones.**
For 5th grade B & C divisions: 1st half – man to man help defense only, no pressing and no zones.
2nd half – all defenses and presses allowed.
For 5A, and all 6th, 7th & 8th grade divisions: All defenses and presses are allowed.
12. The players, as per MSHSL rules may wear no jewelry. The tournament director, prior to the start of any game, must clear any exceptions.
13. All decisions by referees, tournament officials, timers and scorers are final, no protests are allowed.
14. Tournament Director has the right to alter format, sites, times, or call forfeits if necessary.
15. Tiebreakers for pool play are as follows: 1) most wins, 2) head to head results, 3) point differential with a maximum of 15 points per game, 4) least points allowed, 5) coin toss.