



2020 Cougar Classic Rules

Minnesota High School rules will apply, except as noted below.

Game Length – All games will be (2) 20-minute running time halves, with stop-time the last 2 minutes of the game. Play will remain running time the last 2 minutes of the game if a team leads by 20+ points. Stop-time if the lead is reduced to 10 points or less in the final 2 minutes.

Halftime – All games will have a 3-minute halftime.

Overtime – First overtime will be 2-minutes stop-time. Second overtime will be first team to score.

Timeouts – Each team is allowed 3 timeouts per game (1-minute each), and 1 timeout per overtime period.

Start Time – We are operating on a very tight schedule. Therefore, game time is forfeit time. A team must have 5 players on the floor to start the game. The Tournament Director will make the final decision on game forfeitures.

Home/Away – Centennial teams will always be HOME. Otherwise, the HOME team is listed on the top of the bracket, or first on the sheet for pool play. The HOME team will wear dark jerseys. The HOME team will provide the official scorer. The AWAY team will provide the clock operator.

Fouls – A 5th foul will result in player disqualification from the game.

Free Throws – Bonus free throws will be shot on the 7th team foul of each half, with 2 shots on the 10th foul.

Technical Fouls – If a team receives a technical foul, the opposing team will be awarded 2 points and possession of the ball.

Full-Court Press – No pressing allowed by a team with more than a 20-point lead. After the first warning, the penalty for each violation of this rule will be a technical foul.

3rd & 4th Grade Only – Will use a 27.5-size basketball. Full-court press is not allowed. In the half court, teams can play person-to-person defense only, NO ZONE/NO DOUBLE-TEAMING/NO TRAPPING. Free throws are shot from the regulation line, but players can jump over the line on the shot.

5th Grade Only – In the half court, teams can play person-to-person defense only, NO ZONE/NO DOUBLE-TEAMING/NO TRAPPING. Full-court press IS allowed, but only person-to-person, NO DOUBLE-TEAMING/NO TRAPPING.

Ejection Policy – Any player, coach, or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest AND the next scheduled contest. Any player, coach, or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the remainder of the tournament and may be subject to additional disciplinary action(s). Some examples of “flagrant unsportsmanlike conduct” include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.



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Officials – Referees WILL NOT receive abuse from coaches, players, or spectators. Referees have been instructed to be strict in calling technical fouls on coaches and players for unsportsmanlike conduct.

COVID Safety Rule – If any player throws up on the court during a game, both of those teams are disqualified from the tournament.

Other – No protests will be considered, NO exceptions. Other situations will be ruled upon by the Tournament Director, game officials, and/or the Site Supervisor.

MYAS POOL PLAY TIEBREAKER

2-TEAM TIE

In any situation where 2 teams are tied, head-to-head competition between the teams shall determine the winner.

3 OR MORE TEAMS TIED

Step 1: If more than 2 teams are tied, a point differential tiebreaker will be applied. The point differentials of 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 2 teams shall be broken based on head-to-head competition.

Step 2: If more than 2 teams are still tied after the application of Step 1, the point differentials of the teams not involved in the tie are added, and the results recalculated.

Step 3: If more than 2 teams are still tied after the application of Step 2, a 3-way flip of the coin shall break the tie, with the odd team being declared the pool winner. The tie between the 2 remaining teams shall be broken based on the results of their head-to-head competition.

SPECIAL NOTE: All forfeits are scored 15-0

All scores are entered into the system and are calculated by the system. Tiebreakers WILL NOT be hand calculated at the site.