



Dear Basketball Coaches, Players and Fans:

Welcome to the St. Francis Boys/Girls Basketball Tournament. We're glad you are here. SFBA is proud to host this tournament and we hope your players and fans have a great time this weekend. All our volunteers are here to help the tournament run smoothly and most of us will be "in the gym" all weekend so if you have any questions, please ask at the concession counter at either school.

### **SFBA Traveling Basketball Tournament Regulations**

1. Minnesota State High School League Rules will apply except as noted below.
2. Home team is listed first for each game on the tournament brackets. Referees will select the game ball. Each team will supply their own practice balls. Scorekeepers are provided. If needed, home team provides scorekeeper. Home teams are to wear dark colored uniforms; away teams wear light colored uniforms.
3. Coaches -Two coaches are allowed into the tournament at no-charge and must sign-in at the admission table. Coaches are also responsible for the players' AND Fans behavior and sportsmanship.
4. Game times and locations are listed on the tournament brackets. Teams should check brackets carefully for locations and times and should consult the Master Schedule posted at each site for any updates. Game times and locations are subject to change.
5. Arrival Time -Teams should be available at the game location at least fifteen minutes before game time. A minimum of three to five minutes will be permitted for warm-ups.
6. Line-ups must be in the official scorebook at least five minutes before game time. A team must have five players on the floor ready to play at game time or they will forfeit that game. After the start of the game the team must have four players on the floor.
7. Length of Games -**6th thru 8th grade Games will consist of two fourteen-minute halves with stop time, 4th and 5th grade levels will consist of 2 - 20-minute running halves**, with stop time the last two minutes of each half and overtime. Teams will be permitted three to five minutes at half time.
8. Overtime -There will be a one-minute break following regulation time. The first overtime period will be two minutes in length with stop time. There will be a second overtime period if it is needed. A second overtime period will be played until one team scores (sudden death).

9. Time Outs -Each team will have **THREE TIMEOUTS PER GAME**. Unused time-outs **DO NOT** carry over. In case of overtime, each team will be granted one time-out for each overtime period (one time-out for first overtime, one time-out for second overtime (if necessary) with no carryover of unused time-out from first overtime).
10. Running Time -A lead of more than twenty points in the final seven minutes will result in running time for the remainder of the game. A return to stop time will be considered if the lead decreases to fewer than ten points. A team trailing by more than twenty points may also request running time in the second half.
11. Tournament Schedule -The Site Manager reserves the right to change the length of time-outs, time between halves, pre-game warm-up time, or other times as needed to maintain the Tournament Schedule.
12. Fouls -The one-and-one bonus will be in effect on the seventh foul. Teams will shoot two free throws on the tenth and subsequent fouls.
13. **Technical Fouls will NOT be shot.** A bench technical foul will result in an automatic two points and possession of the ball for opposing team. A floor technical foul will result in an automatic one point and possession of the ball for opposing team. A double technical (one on each team) will result in a jump ball. A player or coach who is assessed two technical fouls will be ejected from the game. Coaches ejected from a game must also leave the building, remainder of participation will be determined by officials and/or SFBA.
14. Defenses and Full Court Press -Zone and man-to-man defenses ARE permitted at grade levels 5-8. **NO zone defense and NO full court press can be used at the 4<sup>th</sup> grade level. 4<sup>th</sup> grade MAY press full court, man to man if the game is within 10 points or less in the remaining 2 minutes of the second half and overtime.** A full-court press is permitted at grade levels 5-8 unless a team is ahead by more than twenty points. A team leading by more than twenty points that fails to fall back will be given one warning for the first violation and then a bench technical foul for the second and subsequent violations.
15. Three Point Field Goals will be allowed where the court is so marked.
16. 4<sup>th</sup> grade players must start behind the free throw line for free throws but are allowed to jump over the line.
17. No games will start more than 15 minutes before the scheduled start time.
18. 4<sup>th</sup> Grade will use a 28.5" ball for this tournament.
19. Protests will **NOT** be honored. All disputes will be settled by the game referees and, if necessary, the Site Manager. Referees and Site Managers will only consider rule violations. No other issues are open to dispute or consideration by referees.
20. Play Hard and Have FUN!!!