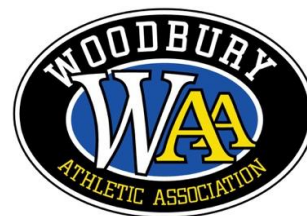




Woodbury Royal Classic

Boys Basketball
Tournament Rules
January 24 – 25, 2026



2024-2025 MSHSL Playing Rules apply in addition to the MYBA Playing Rules listed below.

All decisions by referees, tournament officials, timers, and scorers are final; no protests allowed.

Tournament Director has the right to alter format, sites, and times, if necessary.

1. Jersey Color and Score Keepers

Home Team: Listed on top of bracket or first in a pool play game; will wear dark jerseys; and will provide the game ball. Home team will provide a clock operator if one is not provided by tournament.

Visiting Team: Listed on the bottom of the bracket or second in a pool play game; will wear light jerseys; and will provide an official scorekeeper.

2. Timing Rules

1. **A game should not begin more than 5 minutes earlier than the posted game time UNLESS both teams agree to the earlier start (if the opportunity exists).** Please be respectful of fans planning to arrive to games at the posted start time. Teams and spectators are encouraged to arrive at least 15-20 minutes prior to game time.
2. 3-minute pre-game warmup; longer warmup time may be available when the opportunity exists. Lineups must be submitted before game time and teams without 5 players on the floor after the posted game time will forfeit with a 15-0 score. Teams must have at least 4 players in the game.
3. **Grace Period:** each team will be given a 10-minute grace period for their **first** game of the tournament. After a team's first game, game time is start time.
4. **Forfeit Policy:** Please make every effort to get to your games. If you need to forfeit, please notify the tournament director ASAP. We will then notify the opposing team.
5. **4th-5th grade** games will be 20 minute running time halves with stop time the last 2 minutes of the second half. If a team is ahead by 15+ points with 2 minutes or less remaining in the second half, the remainder of the game will be played under running time, except for time-outs.
6. **6th-8th grade** games will be 14 minutes stop time halves. If a team is ahead by 20+ points with seven minutes or less remaining in the second half, the remainder of the game will be played under running time. Running time will be enforced in both bracket and pool play.
7. Halftime will be 3 minutes. **NOTE:** The Tournament Director has the authority to adjust halftime length if necessary.
8. Time outs are limited to three 60 second time outs per game.

9. **Overtime Periods:** Each team will be awarded one time-out for each overtime period with no carryover of any unused timeouts. There will be a 60 second intermission between overtime periods.
 - a. 1st OT period will be two-minutes, stop-time.
 - b. 2nd OT period will be played until the tie is broken (sudden death)

10. Pool Tiebreaker

1. Record (Winning pct, number Wins)
2. Head-to-Head (Recursive) (Used only when all tied teams have played each other)
3. Points Difference (max 15 per game) (An avg is used if teams have not played an equal number of games)
4. Points Scored (An avg is used if teams have not played an equal number of games)
5. Computer Generated Coin Flip (A system random number generator breaks ties at this stage)

Note: once the first team is determined in a 3-team tie-breaker, the remaining two teams revert back to head-to-head.

3. Equipment

1. **Free throws and ball size:**

Free throw shooters may not cross the line until the ball hits the rim.

Grades	Free Throws	Ball Size
4 th	12 ft	27.5"
5-6	15 ft	28.5"
7-8	15 ft	29.5 "

2. All jewelry must be removed **prior to** stepping onto the court. Players are **not** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.)

4. Playing Rules

1. **Free Throws:** Bonus shots will be awarded on the 7th team foul; double bonus on the 10th team foul of each half.
2. **Technical Fouls:** Two points and possession of the ball will be awarded to the opposing team. (No free throws shot for technical fouls).
3. **Intentional/flagrant Fouls:** Two free throw and possession of the ball.
4. **Defense/Pressing:** NO teams may press if they are ahead of their opponent by **20+ Points**.
 - a. **Penalty:** After the first warning, a technical foul will be assessed for each additional violation.

Grades	Half-Court Defense	Full-Court Defense
4 th	Person-to-Person Only No Double Teaming	Not Allowed
5 th	Person-to-Person Only No Double Teaming	Person-to-Person Only No Double Teaming
6-8 th	No Restrictions	No Restrictions

5. For **4th and 5th Grade Defense:**

- a. On defense, a team can switch on screens and take on the new offensive player as their primary defensive responsibility.
- b. Helping in the lane is allowed - If an offensive player enters the lane, the defensive player may help create a double team but only in the lane.
- c. Each defensive player must have a primary offensive player responsibility. For example, a player cannot just play defense in the lane.
- d. Defensive teams will not be required to guard offensive players everywhere on the court. If the offensive team lines up all players outside the 3-point line, the defense is not required to guard them there. For example, lining 4 offensive players up at half court then setting up an iso with one offensive player driving the lane, the defensive team would be able to have all defensive players inside the 3-point line.
- e. Sagging on defense is allowed. If the ball is on the opposite side of the court, the defending player will be allowed to "sag" off their responsibility within reason. This is also referred to as "2 passes away".
- f. Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.

6. **Ejection Policy: Any player, coach, or spectator ejected from the contest is declared ineligible for the rest of that contest AND the next scheduled contest.** Any player, coach, or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the rest of the competition 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.

The tournament director and site supervisor may review a disqualification only if the situation merits further consideration. Any ruling by the tournament director is final. Furthermore, any person ejected for a contest must leave the vicinity (**out of sight and sound**) of the playing area immediately and is prohibited from any further contact (**direct or indirect**) with the team until such time that the suspension has been lifted. Failure to comply with the rules of rejection may result in **game forfeiture**.