

EPBBA TRAVEL TOURNAMENT RULES

Minnesota State High School League rules will be followed except as noted.

Lineups

Each team is responsible to write their line up on the official score sheet at least 5 minutes prior to the start of the game. If numbers are not entered correctly or a number not entered at all, a technical foul will be issued.

Players may compete on only one team in the tournament.

Home team is the top team listed on the bracket or the first team listed in pool play. The home team will wear their light jerseys and provide the game ball.

Time Limits

Warm up time is 5 minutes. Teams should be ready to play 15 minutes before scheduled game time. Games may start up to 10 minutes before the scheduled start time. Teams will be given a 5 minute grace period if not present at the scheduled game time. Teams not ready to play with at least 5 players after the grace period will forfeit that game and the winning team will be awarded a 30-0 score.

Half time is 3 minutes. Officials have the discretion to change half time or warm up times in order to keep the games moving in a timely fashion.

Grades 3 and 4 play 20 minute running halves. The clock will stop for the last two-minutes of the second half unless a team is ahead by 15 or more points.

Grades 5 through 7 play 14 minute stop time halves. If a team is ahead by 20 or more points with 7 minutes or less in the 2nd half, the clock will convert to running time with the clock stopping for time outs or at the referee's discretion. If the lead comes within 10 points or less, stop time will resume.

The first overtime will be 2 minutes long (stop clock for all grades). The second overtime will be sudden death with the first team scoring a basket or free throw being declared the winner. If the game is a championship game, all overtime periods will be two minutes and played until a winner is decided. Each overtime starts with a jump ball.

Timeouts

3 timeouts per game, 60 seconds long. Unused timeouts do not carry over into overtime. Each team receives 1 timeout for the first overtime period. No timeouts allowed for sudden death.

General

3 coaches (non-players) are allowed on the bench during games; this includes the person keeping the scorebook for the team.

The alternate possession rule will be used in all jump ball situations other than the start of the game and the start of any overtime period.

Grades	Free Throw Line Distance	Ball Size
3, 4	12 feet	27.5
5, 6	15 feet	28.5
7, 8	15 feet	29.5

Fouls

Free throws are one and one on the 7th team foul in each half. Double bonus on the 10th team foul in each half.

Technical fouls are an automatic 2 points and possession of the ball. Technical fouls are also counted as team fouls and as player fouls. 2 technical fouls during the game results in ejection from that game.

A player committing 5 personal fouls per game, fouls out. If a team has only 5 players left in the game, no player shall foul out of the game. The last 5 players on the floor will be the 5 that play the remainder of the game. Subsequent fouls on a player with 5 fouls will result in the fouled team being awarded 2 points plus the ball out of bounds (in addition to any regular foul shots).

Defense/Pressing

No full-court pressing allowed by teams with a 20-point lead or more. First violation is a warning to the coach; subsequent violations will result in an automatic award of two points with the offensive team retaining possession of the ball.

Grades	Half-Court Defense	Full-Court Defense
3, 4	Person-to-Person Only	Not Allowed
5	Person-to-Person Only	Person-to-Person Only
6, 7, 8	No Restrictions	No Restrictions

Sportsmanship

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.

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.

The Tournament Director reserves the right to remove from the tournament premises, or refuse admission to any individual displaying inappropriate behavior. The Tournament Director and the EPBBA board have the right to alter game format, sites, rules, times or call forfeits if necessary.

No protests will be considered – all disputes will be resolved by the game’s referees and/or the Tournament Director.

Courtesies

Teams not playing on the court, should refrain from shooting baskets during timeouts and half time.

Please clean up all drink bottles and other garbage left on the benches after your games.