



2021 Edina Boys Cake Eater Classic Tournament Rules

1. **Game Schedule:** Teams will gather inside the facility at designated locations outside of the courts prior to games. We ask that teams not arrive more than 20 minutes prior to game time. When your court area has cleared, you will be escorted to your games. Masks must always be worn while inside.
2. **Basketball Size:** 4th Grade will use a 27.5" ball, 5th & 6th a 28.5" ball and 7th & 8th a 29.5" ball.
3. **Home Team Designation:** The home team (top team in the bracket) will wear their white/light uniform and be responsible for supplying a scorekeeper to be located at the score table.
4. **Lineups:** A Team's lineup must be in the official scorebook at least 5 minutes prior to the start of the game. A team cannot start a game with less than five players. If enough players are not on the floor by five minutes after the scheduled start time, the game will be forfeited.
5. **Jewelry:** Players may not wear jewelry. The Tournament Director, or Site Coordinator must clear any exceptions prior to the start of the game.
6. **Warm-up Time:** Teams will be given a minimum of three minutes to warm-up before their game.
7. **Game Length:** All games will consist of two 20-minute running time halves with the last two minutes of the second half being stop-time. The clock will remain running during the final two minutes of the second half if a team is ahead by 20 points or more.
8. **Halftime Break:** 3-minutes which may be shortened to keep games on schedule.
9. **Timeouts:** Each team receives three 1-minute timeouts per game with one additional timeout for each overtime period. Unused timeouts do not carry over to overtime.
10. **Defense and Pressing:** Teams may not full-court press if ahead by 20 points or more at any time during the game. For 4th Grade, zone defense and full court press are NOT permitted (this includes half-court trapping, help defense is only allowed in the lane area). The teams will be given one warning and issued a technical on the bench for each subsequent violation per game. All defenses and pressing are allowed in grades 5-8.
11. **3-Point Line:** The 3-point line will be used in all grades.
12. **Bonus and Double Bonus:** Beginning with the 7th team foul of each half, free throws are one and one. There will be no double bonus this year.
13. **Free Throw Line:** All grades will use the standard 15-foot free throw line however 4th Grade players will not be called for a violation if they cross the free throw line after releasing the ball.

(Rules Continued)

14. **Technical Fouls:** A technical foul will be an automatic 2 points and the ball. Two technical fouls during a game results in ejection from that game. A 3rd technical during the tournament will result in being dismissed from the premises for the remainder of the tournament.
15. **Overtime:** The first overtime period will be 2-minute stop time. The second overtime period will be sudden victory- the first team that scores a point will win.
16. **Protests:** All decisions by officials, timers and scorers are final; no protests are allowed.
17. **Conduct:** 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 assess technical fouls to a team whose fans are exhibiting inappropriate behavior and may forfeit games due to unsportsmanlike conduct. The Tournament Director reserves the right to remove from the tournament premises, or refuse admission to, any individual displaying inappropriate behavior.
18. **Tournament:** The EBA reserves the right to alter game format, sites, times, or call forfeits if necessary. All brackets are final. There will be no refunds for any cancellations or forfeits.
19. **Inclement Weather:** Check the EBA website (www.edinabasketball.com) for updates. If your game is not cancelled and your team does not show, it is a forfeit.
20. **Tie Breaker Rules:**
 - a) Head to Head
 - b) Point Differential (15 points max per game)
 - c) Points allowed
 - d) Points scored
 - e) Coin Toss

Please note... If there is a three-way tie, then steps "b" through "e" apply. The Official Score for a forfeit will be 2-0, but for point differential calculation, forfeits are 15 points. Points scored are capped at 40 points per game.