

Burnsville Winter Storm

Tournament Rules 2018

Lineups/Timing/Score Keeping:

- The home team is listed first in pool play or on top in a bracket schedule. The home team will provide a game basketball and one volunteer to be an official scorekeeper.
- Teams should be ready to play 15 minutes before scheduled game time. Games may start early and often do.
- Lineups must be submitted to the score table prior to game time. Teams not on the floor at scheduled start time will forfeit with 15-0 score. A 10 Minute Grace period will be given to the team's first game of the tourney. Any forfeited game will be scored 15-0.
- Teams must have five players to begin a game but may finish a game with less than five. If enough players are not on the floor at the scheduled start time, the game is forfeited.
- Warm up times: A minimum of three minutes will be granted. But this may change at the tournaments or officials discretion if game times are running ahead or behind - Half Time will be 3 minutes.
- Games will consist of two 14-minute, stop-time halves.
- Running time will occur if one team is ahead by 20 points with less than 7 minutes in the second half, running time will continue until the lead falls below 16 points.
- If a three-point line exists, it will be used in all grades.

Overtime:

- Each overtime period will start with a jump ball.
- The first overtime period will be a 2-minute stop time. The second overtime period will be sudden death; the first team that scores a point wins.
- One timeout will be given for each overtime period. Unused timeouts during regulation do not carry over to the overtime period(s).

Time outs:

- Each team will be allowed (3) one-minute timeouts per game with one additional timeout for each overtime period. Unused timeouts during regulation do not carry over to the overtime period(s).

Free Throws/Fouls:

- Technical fouls (Bench or Player) will be automatic two points and the ball. Two technical fouls during the tournament will result in an automatic ejection from the tournament.
- Bonus (one-and-one) free throw will be awarded on the 7th team foul per half. Double bonus (2 shots) will be awarded on the 10th team foul in the half. Players are disqualified on their fifth personal foul.
- Players in marked spaces can now enter the lane once the ball is released from the free throw shooter's hand, instead of waiting for the basketball to hit the basket ring (rim) or backboard.
- 4th Grade Free Throw Line: All players will shoot free throws from the 12' line vs. the regular free throw line. The shooter will not be allowed to have contact with this line at any time while shooting. Tournament staff will mark the 12' line with tape on all courts that 4th grade teams will play on.

Defense:

- **4th Grade:** NO FULL COURT PRESS is allowed. Officials should enforce this rule by giving a warning for the first offense and by awarding a 2 point technical foul for any subsequent violations. All other defenses are allowed.
- **Grades 5th-8th:** All defenses are allowed.
- Any grade may not full court press if they are ahead by 20 points or more at any time during the game. Once the lead has fallen back to 14 or less then the team may press again.
- **4th and 5th Grade:** NO ZONE DEFENSE

Misc:

- The players may not wear any jewelry. The Tournament Director, prior to the start of any game, must clear any exceptions.
- Coaches are responsible for their actions and the actions of their players and fans. Inappropriate behavior and unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated.

Tournament Rules 2018 cont.

- Please remove all trash and personal items immediately after your game is complete.
- Brackets are final. There will be no refunds for any cancellations or forfeits.
- All decisions by officials, timers and scorers are final; no protests are allowed.

Tie-Breakers:

In pool brackets the ranking of teams will be determined as follows:

If two teams are tied with the same record:

- Head-to-head competition between the teams shall determine the winner.

If three or more teams are tied with the same record the following process will determine the rankings.

Step One:

- A point differential tie breaker will be applied. The point differentials of all 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 the game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.) Any two teams still tied after step one shall be broken based on the results of their head-to-head competition.

Step Two:

- If 3 or more teams are still tied after step one then total points scored will be used to break the ties. Any two teams still tied after step two shall be broken based on the results of their head-to-head competition.

Step Three:

- If 3 or more teams are still tied after step two, then a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition. NOTE: All forfeits are scored 15-0.

Team Roster/Players/Uniforms:

- Players must be enrolled in the grade in which they are participating. However, it is permissible to play up. For example, a 5th grader may play on a 6th grade team, but a 6th grader may not play on a 5th grade team.
- Players are only allowed to play on one team in the tournament.
- Teams must be comprised by a bona fide traveling or in-house basketball association or school. No All-Star and renegade teams will be permitted to play. The Burnsville GTB tournament committee will rule prior to play on any protest regarding team composition.
- Jersey tops must be of similar color and it is recommended that they are numbered on the front *and* back. It is recommended that numbers be at least four inches high and be any combination of 0 or 00, 1-5, 10-15, 20-25, 30-35, 40-45 and 50-55. Teams should always bring their light *and* dark colored jerseys.

Ejection Policy:

- Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game. They will be allowed to participate/attend a game after their disqualification has expired. However, if the ejection was due to "flagrant unsportsmanlike conduct" they will be disqualified for the remainder of the tournament. Examples of "flagrant unsportsmanlike conduct" include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, use of profane language, etc.
- If the person refuses to leave gym, then the team could forfeit that game and any remaining games in tournament without refund.

Inclement weather:

- Check our website (<http://www.burnsvillegirlsbasketball.com>) or contact
- Tournament Directors: Jeff Schwenn 952-258-3166, Michael King 651-278-5281, Mark Warren 952-250-7501
- If your game is not cancelled and your team does not show, it is a forfeit

***Thanks and Good Luck to all Teams!
Burnsville Girls Traveling Basketball***