

EDEN PRAIRIE TOURNAMENT RULES

High School Basketball Rules will be followed except as noted:

1. 14-minute stop time halves in grades 5-8. If a team holds a 20 or more point lead with 7 minutes or less in the game the clock will convert to running time with the clock stopping for time outs. If the lead comes within 10 points or less stop time will resume.
2. 4th grade will be two 22 minute halves with running time. Stop time will occur in the final 2 minutes of each half and during time outs on the court.
3. **Overtime:** The first overtime will be two minutes long. The second overtime will be "sudden victory" with the first team scoring winning the game. Each overtime will begin with a jump ball.
4. 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 five players after the grace period will forfeit that game.
5. **Half Time** is 3 minutes. Officials may alter intermission times depending upon game schedules.
6. **Time Outs:** 3 time outs per game. One minute long. No carryover into overtime. Each team receives 1 time out for first overtime period only. No timeouts allowed for the second overtime.
7. **Home Team** (top team on the bracket) will wear their white/light uniform.
8. The 28.5" size ball will be used in grades 4-6. Full size (29.5") ball for grades 7 and 8. Game ball supplied by the home team.
9. The alternate possession rule will be used in all jump ball situations other than the start of the game and the start of any OT period.
10. **Free throws** are "one and one" on the seventh team foul and 2 free throws on the tenth team foul in each half.
11. **Technical fouls** are an automatic 2 points and possession of ball. Technical fouls are also counted as team fouls and as player personal fouls. A player receiving 2 technical fouls is disqualified from that game.
-A coach receiving a technical foul must remain seated for the remainder of that game during play.
12. A player committing 5 personal fouls per game fouls out. If a team has only five players left in the game, the last five players on the floor will be the five that play the remainder of that game. Subsequent fouls on a player with 5 fouls will result in the fouled team being awarded two points plus the ball out of bounds (in addition to any regular foul shots).
13. **Defenses:** All defenses allowed in grades 5-8. For **5th** grade full court pressing only allowed during last 2 minutes of each half. For **4th** grade division, no full court press or zone defenses.
14. No full-court pressing allowed by teams with a 20-point lead or more. First violation is a warning to the coach; second and additional violations will result in an automatic award of two points with the offensive team retaining possession of the ball.
15. Players may compete on only one team in the tournament.
16. **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.
17. 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/comments and may 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.
18. No protests will be considered – all disputes will be resolved by the game's referees and/or the Tournament Directors.