



## Tournament Rules

Welcome to the Roseville Youth Basketball Association's basketball tournament! We wish your team the very best of luck!

Here are the tournament rules that will be enforced:

1. **No All-Star or Renegade/Independent Teams:** Any team meeting the definition below is not allowed in the tournament. The tournament directors have the right to ask and investigate a team's status with regards to the below definitions. If a team is determined to be in violation of this, their remaining games will be forfeited, and their entry fee will not be refunded.
  - ❑ **"All-Star Team"** – An "all-star" team is defined as any team that is composed of players from multiple communities where recognized youth associations exist.
  - ❑ **"Renegade/Independent Team"** – A "renegade/independent" team is defined as any team that is comprised of players who all reside in the same community or attend the same school but have chosen to bypass the local traveling association.
2. **Code of Conduct:** All coaches, players, and spectators must agree to abide by the attached "Code of Conduct" at all times. Failure to comply with the "Code of Conduct," may result in forfeiture of the teams remaining games and tournament registration fees. Additionally, spectators exhibiting unsportsmanlike conduct will be asked to leave the building. If a spectator refuses, the game will be forfeited. The tournament director, site coordinator, or referees have the authorization to invoke these rules. If a coach is ejected, that coach will not be allowed back for the remainder of the game or the next game.
3. **Scorekeepers:** Roseville volunteers may be running the clock for some games. However, if a game requires a clock operator, the AWAY team is responsible for supplying one. Further, for all games, the HOME team will be responsible for providing a scorekeeper who will sit at the scorekeeper's table.
4. **Attendance:** Attendance is required 15 minutes before the schedule start time of each game. Any team not present or ready to play five minutes after the scheduled starting time will forfeit the game (15-0 score).
5. **Uniforms:** The FIRST team listed in a bracket or pool game is the HOME team except if you are playing a Roseville team. For these games, Roseville will be the HOME team. HOME teams should wear their DARK uniforms, and AWAY teams their light uniforms. Each team must bring two sets of tops (different colors) to the tournament.
6. **Line-ups:** Each team is responsible to enter their complete tournament roster on the official score sheet three minutes before the start of the game. Failure to comply with this will result in a technical foul. A player cannot play on more than one team.
7. **Warm-Up Time and Half-Time Breaks:** There will be a minimum of a five-minute warm-up period before each game and two minute half-time. Referees have the discretion to modify this time.
8. **Game Playing Time:**
  - ❑ Grades 6-8: Two 14-minute stop time halves.
  - ❑ Grades 4-5: Two 20-minute running time halves with stop clock in the last two minutes of each half.
  - ❑ Each team will be allowed three (3) one-minute timeouts per game.

- ❑ If a team is leading by 20 points or more with less than seven minutes remaining in the second half, the game clock will be running time except for time-outs. Stop time will be reinstated if the lead goes below 11 points.
- ❑ No game will be started more than 10 minutes before the recorded game time, unless both teams are present, and the officials agree to start earlier.

**9. Overtime:**

- ❑ The first overtime period is two minutes stop time. The second overtime period is sudden death. Each overtime period will start with a jump ball.
- ❑ For overtime games, a team is allowed one one-minute timeout during the overtime periods. Unused timeouts do not carry over to the overtime periods.

**10. Defenses:**

- ❑ Grade 4: NO FULL COURT PRESSES ALLOWED, except for the last 2 minutes of the game.
  - ❑ All defense must be half-court Person-to-Person defense only—no zone defense. No traps or double teams allowed.
- ❑ Grade 5: Full-court defense allowed.
  - ❑ All defenses must be Person-to-Person defense only—no zone defense. No traps or double teams allowed.
- ❑ Grades 6-8: All types of defenses allowed
- ❑ All grades: No full court press will be allowed if a team is leading by 20 points.
  - ❑ One verbal warning will be issued by the official
  - ❑ Additional violations will result in a technical foul being called
  - ❑ Pressing will be reinstated if the lead goes below 11 points.

**11. Fouls/Free Throws:**

- ❑ Bonus free throws (one and one) will be shot on the seventh (7) team foul of each half, and two shots after the ninth (9) team foul.
- ❑ Technical fouls will not be shot. The team will be awarded two points and possession of the ball.
- ❑ Grade 4: Free throws will be shot from 12 feet.

**12. Game Ball:** 4<sup>th</sup> grade level will use a 27.5” game ball. Grades 5-6 will use 28.5” game balls. Grades 7-8 will use 29.5” game balls.

**13. Jump Ball:** Some of our facilities may have overhead equipment that may be hit by balls. If this occurs, it is considered a jump ball, and possession goes to the appropriate team as kept by the official.

**14. Protests:** No protests will be allowed. The referees and/or site coordinator assigned to the gym will settle all disputes.

**15. Other Rules:** Minnesota High School rules will apply except as noted above.