



Panther Classic Tournament Rules

Revised 8/24/2025



MSHSL rules will apply to the Panther Classic with the following modifications.

Teams must meet the eligibility requirements outlined by the MYBA Team Composition Guidelines.

Home and Visiting Team Designations

The home team will supply a volunteer to fill out the official score sheet. The visiting team will supply a volunteer to run the scoreboard if needed. These individuals must act in a professional manner. Please remain neutral and respectful.

Home Team: Will be listed on top in a bracket play game or second in a pool play game. The home team will wear dark jerseys. Spring Lake Park teams will always be the home team.

Visiting Team: Will be listed on the bottom in a bracket play game or first in a pool play game. The visiting team will wear light jerseys.

Timing Factors

- 3rd-5th Grades:** Games will consist of two 20-minute, running-time halves with stop-time the last two-minutes of the second half. **6th-8th Grades:** Games will consist of two 14-minute, stop-time halves.
- Halftime will be three minutes. **Note:** The Tournament Director is the only person that has the authority to adjust the length of the halftime if necessary.
- Each team will have three timeouts per game. Timeouts are one minute.
- Overtime Periods:**
 - There will be a 60-second intermission between overtime periods.
 - Each team will be awarded one time out for each overtime period with no carryover of unused timeouts.
 - The first overtime period will be two-minutes, stop-time. The second overtime period (if necessary) will be played until the tie is broken (sudden death).
- Games may not start more than 10 minutes early** and both teams must agree to start early.
- Running Time:**

3rd-5th Grades: If a team is ahead by 15+ points with two minutes or less remaining in the second half, the remainder of the game will be played under running time.

6th-8th Grades: If a team is ahead by 20+ points at any time within the last seven minutes of the second half, the timing will change to running time. Should the deficit be cut to 10 points or less, stop-time will resume.

Equipment

- Free Throws and Ball Size:**

Grades	Free Throws	Ball Size - Boys	Ball Size - Girls
3-4	12 Feet	27.5	27.5
5-6	15 Feet	28.5	28.5
7-8	15 Feet	29.5	28.5
- All jewelry must be removed prior to stepping onto the court.
- The home team will supply the game ball.

Ejection Policy

Any player, coach, or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest and the next scheduled contest. Any player, coach, or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the remainder of the entire competition and may be subject to additional disciplinary action. Some examples of "flagrant unsportsmanlike conduct" include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.

Playing Rules

1. **Free Throws:** Free throw shooters may **not** cross the free throw line until the ball hits the rim. Bonus shots will be awarded on the seventh team foul and double bonus on the tenth team foul each half.
2. **Technical/Flagrant/Intentional/Fouls:** Two points and the ball will be awarded to the opposing team (do not shoot the free throws).
3. **Defense/Pressing:**

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

Exception: Teams may **not** use a full-court press if they are ahead of their opponent by 20+ points. **Penalty:** After the first warning, the penalty for each subsequent violation of this rule will be a technical foul.

* 3rd and 4th Grade Backcourt Policy

Intent: This policy is in place to prevent the team that is winning the game from using timeouts to run out the clock in the backcourt.

- Applies to the second half when there is less than 30 seconds left.
- Defense must fall back after a change of possession.
- Teams have 10 seconds to get the ball past the midcourt line.
- Timeouts called in the backcourt with 30 seconds or less left in the second half will not reset the 10 second count.

Help Defense is encouraged in 3rd-5th grades.

- a. On defense, a team may switch on screens and take on the new offensive player as their primary defensive responsibility.
- b. Helping in the lane is allowed. If an offensive player enters the lane, the defensive player may help and create a double team but **only in the lane**.
- c. Each defensive player must have a primary offensive player responsibility. For example, a player may not just play defense in the lane.
- d. Defensive players will not be required to guard offensive players everywhere on the court.
- e. Sagging on defense is allowed. If the ball is on the opposite side of the court, the defending player will be allowed to "sag" off their responsibility within reason. This is also referred to as two passes away.