

Owatonna Basketball Tournament

3rd - 8th Grade TOURNAMENT RULES

Minnesota State High School League Rules will be adhered to with the following highlights and/or changes:

1. All games are 20-minute running time halves with stop time the last two minutes of each half. A 15-point lead in the second half will result in a change to running time for the last two minutes of the game.
2. Each team is allowed 3 one-minute timeouts per game. One additional timeout will be allocated for overtime games.
3. Intermission will be a 3-minute halftime break. This may be reduced if games are running behind.
4. Overtime will be (1) two-minute stop time period. If the score is tied after one overtime period, the second overtime period will be sudden victory. The first team to score a point wins.
5. There will be a jump ball to start the game with alternate possession thereafter. A jump ball will be used to start each over-time period.
6. Technical fouls and intentional fouls will not be shot. All technical fouls or intentional fouls will be a 2 point award and the ball. A player or a coach will be ejected from the game should he/she be assessed with a 2nd technical foul. A coach ejected from a game will be required to leave the building and will not be allowed re-entry to the tournament. To be clear, a game ejection is also a tournament ejection.
7. No protests. Referees and tournament officials will settle all disputes.
8. Games will not start more than 15 minutes ahead of schedule unless agreed upon by both teams.
9. Home Team will be listed on the top of the applicable game's bracket or first in a pool play game and will wear light jerseys. It's recommended the Home team provide the game ball.
10. Visiting Team will be listed on the bottom of the applicable game's bracket or second in a pool play game and will wear dark jerseys.
11. Timekeepers will be provided. In the event a timekeeper is needed, the Home team will be responsible to provide a volunteer.
12. Pool Play Tiebreaker:
 - a. Head-to-Head
 - b. Lowest Points Allowed
 - c. Highest Points Scored
 - d. Coin Toss

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Grade-Specific Rules

3rd & 4th Grade

- e. No full court pressure is allowed.
- f. No zone defense is allowed. No double teaming is allowed. Teams will be issued a warning for double teams or zone defenses and, if the problem persists, will be issued a technical foul at the referee's discretion.
- g. 27.5" game ball will be used
- h. Free Throws will be shot from 12' (shooters feet must stay behind the line until the ball hits the rim)

5th Grade Rules

- a. No full court press is allowed if the lead is 20 points or more. Presses can be reinstated if the trailing team closes the game to within 10 points.
- b. No zone defense is allowed. No double teaming is allowed. Teams will be issued a warning for double teams or zone defenses and, if the problem persists, will be issued a technical foul at the referee's discretion.

6th-8th Grade Rules

- c. No full court press is allowed if the lead is 20 points or more. Presses can be reinstated if the trailing team closes the game to within 10 points.
- d. All types of defenses are allowed