

Becker Youth Basketball Tournament Rules

1. Teams should bring their own practice balls. The game ball is to be furnished by the home team. The team appearing on the top line of each bracket or listed first will be the home team. Unless a scorer is provided by the tournament, home team will provide official scorekeeper for each game.
2. All games will follow MSHSL rules. All teams are guaranteed 3 games.
3. A minimum of five minutes shall be allowed for warm up prior to the start of each game, unless referees limit warm up time.
4. Attendance is required 15 minutes prior to the scheduled starting time for each game. A forfeit will be declared if a team is not present by 10 minutes after the scheduled game start time. A team must have 5 players on the floor to start a game. Game rosters must be filled out before the start of each game on the official scorekeepers score sheet. The official score sheet will be the one kept by a tournament scorekeeper at each scorers table.
5. All games will run 18-minute run time halves with stop time during the last two minutes. During running time, only injuries and legal timeouts shall stop the clock. 3 minutes will be allowed for halftime. Each team will be allowed 3 time outs per game with no carryover to overtime. 1 time out will be allowed for each time in the overtime period. One minute will be allowed for time outs and between overtime periods.
6. Bonus free throws will be shot on the 7th team foul of each half. Double bonus will be shot on the 10th team foul of each half. A technical foul will result in the awarding of two points and possession of the ball.
7. No pressing is allowed for boys and girls 3rd through 5th grades, and for 6C level teams, except for the last two minutes of each half for 5th grade and 6C teams. Pressing is not allowed by teams with a lead of over 15 points. 6th A and B levels, 7th and 8th grade boys and girls teams may press at any time but need to fall back if ahead by 15 points. Coaches will receive one warning for pressing with a lead of over 15 points, with a technical foul being given for each and every violation of this type thereafter. Zone defenses are permitted for 7th and 8th grades only.
8. Overtime Information: the first overtime will be 2 minutes stop time in length. The second overtime shall be "sudden victory" with the first team to score declared the winner. Overtime in championship games will be two minute stop time periods until a winner has been determined.
9. Ice will be available for injuries at the tournament. Teams are encouraged to bring their own First Aid Kits; there will *not* be a trainer available during the tournament.
10. Concessions will be available at the field house.
11. Locker rooms will not be available. Keep all valuables, jerseys and equipment with team.
12. Teams with two sets of jerseys available are asked to bring both sets.
13. Coaches are asked to remind team members not to spill water or juice on gym floors. Players are to remain in appropriate areas, and supervised throughout the tournament.
14. Daily admission is charged for spectators. Players in uniform and two coaches per team will be admitted free of charge.
15. Tie breakers are to be decided first by head-to-head competition. If a second tie-breaker is needed, it will be decided by the point differential of those teams involved in the tie breaker. The most points a team may receive during any game is a +15 or -15 differential. In a three-way tie, first place will be awarded to the point differential winner, and second and third place will be determined by head-to-head competition.
16. We have allotted 10 individual awards per team. Individual awards will be given for 1st, 2nd, 3rd and consolation if there is a full bracket. For 6-team pool play brackets, individual awards will be given for 1st, 2nd and 3rd place. For 4-team round robin brackets, individual awards will be given for 1st and 2nd place. Coaches will be asked to announce names of their players for the award ceremonies.
17. Coaches/players/fans are reminded that good sportsmanship is expected at all times and enhances any athletic competition. Calls by game officials shall be final, with disputes settled on the court by the referees. Coaches are expected to assist officials if any fan gets out of control. Unsportsmanlike conduct will result in a technical foul or ejection from the game. Two technical fouls to the same individual will result in ejection from the game and the tournament. A team receiving four technical fouls in one game (coach, bench, player or fans) will automatically forfeit the game.