



Minster Classic

YOUTH BASKETBALL TOURNAMENT

MINSTER CLASSIC YOUTH BASKETBALL TOURNAMENT RULES

1. LENGTH OF GAMES

- A. 15-minute halves
- B. 3-minute halftime
- C. 5 minutes between games/warm-up

Times may be adjusted to accommodate tournament schedule

2. OVERTIME PERIODS

- A. First OT: 2 minutes; stopping clock in final minute
- B. Each additional OT: 1 minute; stopping clock

3. CLOCK

- A. Running clock until whistles in the final 2 min of each half
- B. One 30-second timeout per half
- C. One additional timeout per overtime
- D. If a team leads by 15+ points during the final 2 minutes, the clock will continue running except for shooting fouls and timeouts. If the lead drops below 15, normal stopping-clock rules resume.
- E. Substitutions are allowed on any dead ball. Players must hustle on and off the court.

4. FOULS / FREE THROWS

- A. 8 Team Fouls per half = Shoot FTs on 9+ Team Fouls
- B. Shooting Fouls
 - Count 1, Shoot 1 prior to last 2 min (Count 1 Shoot 2 on 3s)
 - Shoot 2 in the last 2 min (when stopping clock)
- C. Non-Shooting Fouls (In the Bonus)
 - Count 1, Shoot 1 prior to last 2 min
 - Shoot 2 in the last 2 minutes (when stopping clock)
- D. 5 Fouls = Player is eliminated from game
- E. 1 Technical Foul = Done for the Game
- F. 2 Technical Fouls = Done for the Tournament
- G. No appeals on calls or decisions by the referees

5. DEFENSE

- A. MAN-TO-MAN ONLY - All teams must play man-to-man defense. Each defender must guard an offensive player.
Zone defense is prohibited.
- B. HELP DEFENSE IS ALLOWED - Players may leave their assignment to provide legitimate help when a teammate is beaten or to protect the basket. Any resulting temporary double-team is allowed. Players must return to guarding an offensive player when the help situation is over.
- C. NO INTENTIONAL DOUBLE-TEAMS OR TRAPS - Teams may not intentionally leave an offensive player to double-team or trap the ballhandler as part of their defensive strategy.
- D. STALL / FOUR-CORNER EXCEPTION - If the offense initiates a Four-Corner, Stall, or similar offense designed primarily to run time off the clock, the defense may double-team or trap.
- E. ZONE DEFENSE IS PROHIBITED - First occurrence: **Team Warning** - Each subsequent occurrence: **Technical Foul**

6. PRESSING

- A. **4th Grade:** Pressing allowed during the final 7 minutes of the 2nd half, unless leading by 15+ points.
- B. **5th & 6th Grade:** Pressing allowed at any time, unless leading by 15+ points.
- C. **Zone presses:** See Rule 5-E.

7. BASKETBALLS

- A. All games use a women's size basketball.
- B. Teams provide their own warm-up balls.
- C. Game balls are provided by the site.

8. GAME TIME

- A. Game time is game time. Teams not ready to play at the scheduled time forfeit 15-0.
- B. Teams may start and finish with fewer than 5 players.
- C. If a site is ahead of schedule, both coaches may agree to start early.

9. SCOREKEEPERS

- A. Each team must provide someone for the scorer's table.
- B. Home team: Official scorekeeper.
- C. Visiting team: Scoreboard operator if no site volunteer is present.

10. TIE BREAKERS / TOURNAMENT SEEDING

- A. Each team plays 2 games, then advances to a single-elimination tournament. All teams qualify.
- B. Seeding is determined in this order:
 - Win/Loss Record
 - Point Differential (15-point maximum per game)
 - Fewest Points Allowed
 - Total Points Scored
 - Coin Toss

11. REPORTING SCORES

- A. Both coaches must verify the final score and winning team on the official score sheet.
- B. Coaches are responsible for checking the main-site board to verify their team's reported scores.
- C. Report any errors to a Site Director immediately.

12. PLAYERS / COACHES / CONDUCT

- A. Players may compete for only one team/division during the weekend.
- B. Players must be from the same school district.
- C. Each team receives free weekend admission for 2 coaches and 1 scorekeeper.
- D. Proper conduct is expected from all players, coaches, and fans representing your school.

ADMISSION: \$5 Adult - \$3 Student/Child/Senior
CONCESSIONS AVAILABLE IN ELEMENTARY COMMONS