

CARDINAL CLASH TOURNAMENT RULES

Played at Annandale High School and Annandale Elementary School

Minnesota State High School Rules will apply with the following modifications:

Game Length: 3rd through 8th grade – Two 20-minute running time halves until the last minute of the first half and the last 2 minutes of the game. Games could start up to 10 minutes prior to the scheduled time.

Overtime: Overtime will start with a jump ball and will be 2 minutes of stop time. If still tied after 2 minutes, it becomes untimed sudden death.

Half Time: Three minutes will be allowed at half time for all games. If games fall behind scheduled start times, half time lengths may be shortened at site director's discretion.

Home Team: The team listed first in the schedule or on top of the bracket will be the home team for the game. Home team has a choice of uniform color and should provide the game ball.

Running Time: If a team is ahead by 15 or more points with 2 minutes left in the second half, running time will continue. Lead must be reduced to less than 10 points before running time stops.

Time Outs: Each team is awarded 3 one-minute timeouts for the game, and only 1 for overtime.

Clock Operators/Scorers: Teams will be asked to provide either a clock operator or an official scorekeeper. Both of these people will be seated at the scorers table.

Warm-up Time: A minimum of 5 minutes shall be allowed for warming up.

1. Teams must have 5 players to start a game. A five-minute grace period from the scheduled start time shall be allowed before a forfeit is declared. This time may be extended by the tournament director at their discretion.
2. Teams must have uniforms with readable numbers.
3. Repeated unsportsmanlike conduct by players, coaches, parents, or fans shall not be tolerated and the individual will be asked to leave the gym. Coaches are responsible for the conduct of their fans. If a spectator refuses to leave, the game will be forfeited by the offending team.
4. Fouls:
 - a. Players foul out with five fouls.
 - b. Per MSHSL rules. (bonus on 7th team foul, two shots on 10th team foul).

- c. Technical Fouls: Automatic two points and the ball. Two technical fouls on any player or coach will result in ejection from the game.
 - d. If a team only has 5 players left in the game, no player shall foul out of the game. Subsequent fouls on the player will result in two points and the ball. Just like in technical fouls.
- 5. The 27.5 ball will be used for 3rd grade boys and girls and 4th grade girls. The intermediate (28.5) size ball will be used for 4th – 6th grade boys, and 5th - 8th grade girls. The regulation (29.5) size ball will be used for 7th & 8th grade boys. Any changes to this policy need to be agreed upon by both coaches.
 - 6. Stepping/jumping over the free throw line in 3rd and 4th grade is allowed while shooting a free throw. Coaches can decide together if they'd like the line moved up as well.
 - 7. No protests are allowed. All disputes will be settled by game officials or tournament supervisors.

Defense: 3rd thru 5th grade - person to person defense only. No pressing in 3rd or 4th grade. 5th grade allows only person-to-person full court defense. Regular MSHSL rules apply for all 6th thru 8th grade divisions meaning no restrictions on full or half court defenses except that no full court pressing is allowed with a lead of 20 or more points. After the first warning, the penalty for each violation of this rule will be a technical foul.

Thank you for your positive participation in this year's tournament!