

2009 Eastview Boys Tournament Rules

1. At least 5 minutes will be allowed for warm-up. Lineups must be submitted to the scorer's table 5 minutes prior to start time. Teams not on the floor 5 minutes after scheduled starting time will forfeit. Teams must have 5 players to start a game.
2. The home team is listed at the top of the bracket. In pool play brackets the home team is the first team listed on the left side of the game matchup/schedule. The home team shall provide the game ball and has the choice of jersey color if necessary.
3. All games are 7 minute stop time quarters. There will be a 1 minute break between quarters and 3 minutes at halftime.
4. Each team is allowed 3 one-minute timeouts per game. 1 timeout is allowed per team for each overtime period. Unused timeouts do not carry over.
5. There will be a 2-minute break before each overtime period. The first overtime period is 2 minutes. If necessary; the second overtime will be sudden victory, where the first team to score a point is the winner. Each overtime period is started with a jump ball.
6. Running time will be used if a team is leading by 20 or more points in the 4th quarter. The game will return to stop-time if the lead falls below 15 points. During running time the clock is stopped for injuries and timeouts.
7. All defenses are allowed at all grade levels, except a team leading by 15 or more points may not use a full court press.
8. The 3-point field will be allowed on all floors that are properly marked.
9. Technical fouls will not be shot. 2 points and the ball will be awarded on all technical fouls.
10. No protests allowed. Referees and tournament officials will settle disputes on the floor.
11. No players on high school varsity, junior varsity, or sophomore rosters allowed. All team members must be from the same high school / organizational area. All players must be listed on a school register for that grade level. A player may play up but cannot play down. No player may play for more than one grade level.
12. **There will not be a trainer on-site for injuries.** In the event an injury requires a 911 call, the player's coach or parents are asked to make the call.
13. Minnesota State High School League Rules shall govern in all other situations.
14. **Good sportsmanship rules must be followed by players, coaches, parents, and fans; inappropriate conduct may result in disqualification.**