

ALWAYS CHECK THE SITE BRACKET BOARD FOR BRACKET UPDATES!

2012 SCAYBA Quarry Classic Tournament Rules

1. **Attendance is required 15 minutes** prior to the scheduled starting time. Except when games are falling behind schedule, 5 minutes will be allowed for warm-up. Team line-ups must be logged in the official scoresheet 5 minutes before the start of the game.
2. **A team not ready to play five minutes after the scheduled starting time will forfeit.**
3. **Home team** is listed at the top of the bracket or first in pool play. The designated home team will furnish the ball and the official scorekeeper.
4. **Game length:** All games will consist of 15 minute stop-time halves. There will be a 5-minute halftime.
5. **Note:** If games are falling behind schedule, the warm-up and halftime periods can be shortened at the referee's discretion.
6. **Timeouts:** Three 1-minute timeouts per game; no carryover to overtime.
7. **Overtime:** After a one minute break at the end of regulation time, the 1st overtime will be 2 minutes, with one timeout available for each team. If the game is still tied, sudden-victory overtime will be played.
8. **3 Point field goals** will be allowed on all floors properly marked.
9. **Technical fouls** will not be shot. 2 points and the ball will be awarded on all technical fouls.
10. **Running Time** will be used if a team is up by 20 points or more with 8 minutes or less remaining in the 2nd half. Stop time will be reinstated if the lead falls below 15 points. During running time, the clock stops only for timeouts and injuries.
11. **Allowable defenses:** In 4th and 5th grades, no half-court zone defenses during the entire game and no full-court defense until the last 8 minutes of the 2nd half. First offense = warning; second offense = technical foul. In all other grades, all defenses may be played at all times. No full-court defense will be allowed by a team that is ahead by 20 points or more, or 15 points or more during running time. Penalties as above.
12. **No protests will be allowed.** Referees will settle all disputes on the floor.
13. **Minnesota State High School League Rules will govern all other situations.**