Minnesota Fury Shootout 2018

Tournament Rules

1. 12U – 14U games will be 14 minute stop time halves.

15U – 17U games will be 16 minute stop time halves.

1. The home team will be the team listed on the top in both pool play and bracket play. The coach of the home team will be responsible for finding someone to work the book for each game. (Tournament will provide a person to work score clock).
2. If a team is leading by 20 points or more with under 10 minutes left in the 2nd half, it will be running clock until the lead gets back within 15 points or less.
3. FOULS-Each player will be allowed 5 fouls per game.

Bonus free throws will be awarded on the 7th team foul of the half (Bonus will be 1 & 1 until the 10th foul and then it will be double bonus)

1. Each overtime will be 2 minutes long. Each team will receive 1 timeout per overtime. Timeouts do not carry over from regulation or from one overtime to the next (Each team receives 1 timeout per overtime, no exceptions).
2. Halftime will be 4 minutes long although the officials will have the right to shorten halftime to 2 or 3 minutes if the games are behind schedule on the court.
3. If a player or coach receives 2 technical fouls in one game, he will be ejected from the game. If a player, coach, or fan is ejected from the game and refuses to leave the court for any amount of time the official has the right to ban him or her for the remainder of the tournament or from the next game. The site director and official both have the right to ban a fan, player, or coach from the game or from the tournament if they feel it necessary.
4. Each team is allowed 3 full timeouts per game.
5. Tiebreakers will be determined in this order 1. Head to head. 2. Point differential (most you can earn per game is + or – 15). 3. Points allowed. 4. Coin Flip
6. Presses and zones are allowed at all age levels. At the 12U-14U level you are not allowed to press if leading by 20 points or more.