

Queen City Classic Basketball Tournament

Rules and Regulations

1. All games will be played with four 9-minute quarters (running clock) with a 4-minute half time break and two 1-minute quarter breaks. Each team will receive two 30 second timeouts per game. Overtimes are 2 minutes with each team allowed one 30-second timeout (time outs from regulation do not carry over). Sudden death will be implemented should the game go to a 3rd overtime period. The clock will only stop on timeouts and the last 2 minutes of the 4th quarter. The clock will remain running in the last 2 minutes if the score exceeds 15 points.
2. For divisions 6th grade and younger a team may only full court press the final two minutes of the 4th quarter and if the score is within 15 points. If the score exceeds 15 points, only the team that is down may full court press.
3. Each team will provide basketballs to warm-up with and the best ball as determined by the referees will be used as a game ball. Intermediate basketball will be used by all girls' teams and for boys 4th through 8th grade teams.
4. Zone defenses are not allowed for divisions 6th grade and younger.
5. All unsportsmanlike technical fouls and intentional fouls will result in the automatic awarding of two points plus the ball out-of-bounds.
6. All other South Dakota high school rules will apply.
7. Home team provides a person to keep the official scorebook and the visitor team provides a timekeeper. (Home team is the bottom team in the bracket.)
8. Officials will be assigned to the games.
9. A team not ready to play 10 minutes after the scheduled game time will result in a forfeit. All teams must start the game with 5 players. No game will start early. A forfeit will be counted as a guaranteed complete game.
10. Only paid teams will be considered registered at time of committee draw meeting.
11. No boys will be allowed to play in the girl's tournament and no girls will be allowed to play in the boy's tournament.
12. Players must compete in their own classification, with the exception of younger players, who may participate in older divisions.
13. All teams should have two distinct colored jerseys. Reversible jerseys are preferred.
14. A player can only play on one team in the tournament.
15. Each team is required to provide their own first aid kit.
16. In case of tie, points allowed will be the tie breaker for further bracketing.
17. All Coaches, Players, and Spectators may not arrive any earlier than 10 minutes before their designated game time. Everyone will be required to exit the facility through the designated exits immediately after their game is over. Team meetings and group gatherings will not be permitted in the hallways, lobbies, or commons areas inside the facilities once the game is over.
18. Team "Check-In" may only be done by one person (Coach or Team Rep) from each team before their 1st scheduled game. Team Check-In will only be available at the BHSU Donald E. Young Center.