

# Big Sky Classic 2025

## Rules (rev 02/15/2025)

1. **MHSA high school rules** will be used, unless otherwise noted below.
2. Players can only play on one team in a grade division. Player must compete on a team in their own grade classification or they can play in a higher division. Players must be on the roster to be eligible to play.
3. Each team member is required to have uniforms/shirts with visible and unique numbers on them.
4. Women-sized basketballs (28.5") will be used in all girls and 4th-6th grade boys divisions. Men-sized balls will be used in the 7<sup>th</sup> and 8<sup>th</sup> grade boys divisions.
5. Each team must supply their own warm-up balls.
6. Game time is forfeit time. You may start a game with 4 players.
7. Maximum of two coaches per team on the bench. Only the head coach may stand, ask questions of the referee, or instruct players on the court.
8. Games will consist of two 20-minute halves. **Clocks are running and will stop in the last minute of the first half and the last 2 minutes of the second half** for violations and free throws. The clock will also stop for the following:
  - a. Time-outs
  - b. Player injury
  - c. Referee's judgment
  - d. Technical fouls
9. Games will start at designated times. Warm-up time will be at least five (5) minutes. Halftime will be three (3) minutes.
10. Free throws will be shot. (Bonus on 7<sup>th</sup> foul and double bonus on the 10<sup>th</sup> foul).
11. 3-point shots will be used.
12. In 4-6 grade divisions pressing allowed only the last 2 minutes of the game. Pressing allowed in other divisions unless there is a 20-point differential.
13. In **4-6 grade divisions there will be NO ZONE DEFENSES**. Man-to-man switching and help defense is allowed. Double teaming only allowed in the paint, below the free throw line.
14. Substitutions on dead balls only.
15. Overtime will be 2 minutes with the clock stopping. 2<sup>nd</sup> overtime will be sudden death—First team to score a point wins.
16. Players are allowed five fouls.
17. Teams are allowed **3 - 30 second timeouts per game**. In overtime, each team will be allowed one (1) 30 second timeout. Unused timeouts from regulation are lost during overtime.
18. No trainer will be available. No locker rooms will be available
19. Any individual acting in a manner that does not promote a safe environment for our children, families, staff and fans will be asked to leave. This includes actions and/or an accumulation of technical fouls from players, coaches and parents. Please report unsportsmanlike conduct to tournament staff.
20. Any coach or player receiving 2 technical fouls in a game will be asked to leave for the remainder of the tournament.

### Tie Breakers and Seeding

1. Record
2. Head-to-Head
3. Points Differential (maximum of 15 points per game)
4. Coin Toss

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Scores/results updated on Tourney Machine: Search "Big Sky Classic"