

PRINCETON TOURNAMENT RULES

National Federation and Minnesota High School Rules shall apply with the following modifications:

1. The games will be 22 minute run time halves. 2 min stop time at the end of the first half and 4 min. stop time at the end of the second half—assuming game is within 15 pts. Referees will call in all substitutions.
2. The 1st overtime will be 2 minutes stop time. The 2nd overtime will be sudden death. The first team to lead by 1 point in the sudden death will be the winner.
3. Intermission is 3 minutes between halves.
4. Each team is allowed 3 time-outs per game and 1 time-out for overtime. Time-outs from regulation will not be carried over to overtime. Each time-out will be 1 minute long. If the games are falling behind schedule it will be the referees' discretion to decrease warm-up, time-out and intermission lengths.
5. There will be a 5 minute warm-up period before each game. A team cannot start with fewer than 5 players. If there not enough players are on the floor 10 minutes before the scheduled starting time, the team forfeits the game.
6. Each player should have a numbered jersey.
7. Lineups, with uniforms in numerical order, must be in the official score book at the score table 5 minutes before each game.
8. 1-and-1 will apply upon the 7th foul, and 2 free throws on the 10th.
9. Technical fouls will not be shot. 2 points and the ball will be awarded to the opponent of the team charged with the technical.
10. If a team only has 5 players left in the game, no player shall foul out of the game after a 5th foul. Subsequent fouls on that player will result in 2 points and the ball for the fouled team.
11. Referees will settle all disputes on the court. There will be no appeal from the referees decision.
12. The home team (team listed 1st in paring) will provide game ball.
13. Full court press and half court zones can be used in 6th, 7th, and 8th grade. NO ZONE OR PRESS DEFENSE in 4th and 5th grade games.
14. Teams that lead by over 20 points can't press. A warning will be issued and subsequent violations will result in a technical.
15. Host of tournament will supply timekeepers and scorekeepers.
16. 4th Grade girls will shoot free throws from 24" in front of regulation line.
17. Pool play tie breakers are:
 - A. Head-to-Head
 - B. Total Point Differential (to break 3-way tie & then back to 'A'--max of 15 pt differential per game)

C. Coin Toss