



NORTHWOODS TOURNAMENT SERIES RULES

GENERAL ADMINISTRATIVE

1. Northwoods Tournament Series (NTS) was established for the purpose of facilitating the scheduling of games between individual basketball associations and teams. The local associations and teams maintain legal responsibility for the health and safety of all participants and spectators.
2. All league games will be governed by the official basketball rules as adopted by the Minnesota State High School League with the exception of the special league rules adopted by NTS.
3. A team must be fully registered with NTS. Waiver/Roster forms must be filled out by each team and turned in before their first game. Rosters must be completed and submitted for each tournament that a team competes in. Any team playing a player not on its roster will forfeit the game. Players may be added to the roster during the tournament, but they must fill out the appropriate paper work before playing.
4. Teams must be able to field a team of at least four players. If a team fails to have four players on the court at game time, they will be given ten minutes before a forfeit is called. At any time during a game when a team drops below four players due to injury or disqualifications, the game is forfeited.
5. Teams that are late to their first game will be give ten minutes after their scheduled start time before a forfeit is called. The team will only be required to forfeit their first game. If the team shows up during their scheduled time, they can ask the opposing coach to scrimmage for the remaining time but no score will be kept.
6. Teams that field a team with less than four players may fill their squad with other players in order to play the game, but the game will be ruled a forfeit.
7. All players must at least have numbers on the back of their jerseys. The numbers may be between 0 and 99.
8. For the season, each team choosing to participate in a tournament will be assessed a registration fee of \$135 per tournament played. Fees will be invoiced to the name provided on the registration form. Registration forms can be completed on our website at www.northwoodstournaments.com. All tournaments are one-day tournaments and each team will play 3 games.
9. NTS reserves the right to modify rules and regulations as it deems appropriate.

GUIDELINES FOR ORGANIZATIONS

1. NTS is not a private league and is open to any school team or school affiliated association. Athletes must try out and compete with the travel association within the community where they reside or attend school.

Exception: in situations involving "split families", the athlete may participate with the association closest to the mother's or father's residence. If there is not a travel association within the community where the athlete resides or attends school, or if the athlete has been cut or restricted from the association, they may participate with a bordering association. Any exceptions to the listed guidelines require the approval of the NTS.

A player that quits a school or association team shall not join another team during the current season and participate in NTS tournaments. A team that allows a player that quit another team to participate in a NTS tournament shall forfeit all games in which the player played for their team. Future sanctions against the team may apply under the discretion of NTS.

2. "All-Star" and "Renegade" teams will not be allowed to participate in NTS tournaments.

"Open/All-Star" - An "all-star" team is defined as any team that is comprised of players from multiple communities where recognized youth associations exists.

"Renegade" - A "renegade" team is defined as any team that is comprised of players who all reside in the same community or attend the same school, but who have chosen to bypass the local traveling association.

3. Previously, NTS accepted "Renegade" teams. This past practice has been terminated.

HOSTING RESPONSIBILITY

Some hosts are more experienced and have a system in place for the tournaments they host. Some hosts may be beginners in tournament hosting and need some guidance getting started. We hope this information will clearly lay out our system for assisting in managing tournaments and have some useful information for both the more experienced and less experienced hosts. We have found in our experience the keys to a fun, successful tournament include being well organized, keeping games on schedule, quality officiating, and promoting good sportsmanship.

1. **Hosting Form:** If you are interested in hosting a tournament, a request form can be completed on our website at www.northwoodstournaments.com.
2. **Court Usage Based on Number of Playing Surfaces Available:** NTS can accommodate hosts who have anywhere between one and six courts available on their hosting date. These are the options:
 - a. One court: this option can be used to host one (1) division. The number of participating teams may be restricted to 6 teams. A 6 team division will require nine (9) time slots to complete the tournament.
 - b. Two courts: this option can be used to host two (2) divisions.
 - c. Three courts – Six Courts: If you have access to three to six courts, you can host as many divisions as you have courts on the same date. These divisions can be for any grade and gender that is desired by the host school. NTS encourages host schools to host divisions in which they can provide a team to participate in the divisions. NTS may allow a school to host a division in which a host school does not have a team if adequate courts are available and no other schools are interested in hosting that division on the same date.
3. **Host Obligations:**
 - a. Clock Operators and Score Keepers (1 operator and 1 scorekeeper per court are recommended)
 - b. Referees – two officials per court (Sanctioned or registered officials are recommended, if possible)
 - c. Individuals to take admission at the gate/gates. Admission fees will be kept by the host school/organization.
 - d. Provide Concessions (It is recommended that full concessions are available for meals for the players. We try to schedule games with no more than a 2-hour break. This makes it hard to leave the facility and eat. We also discourage teams from bringing their own food/coolers.) Concessions are a great fundraiser for your organization!
 - e. Appoint a Tournament Director
4. **NTS Provides:** 1 week prior to the tournament (unless otherwise notified) –
 - a. 24" x 32" Game Bracket Posters
 - b. 24" x 32" Tournament Rules Poster

- c. Pendant awards for 1st, 2nd, and 3rd places in each division.
 - d. Official tournament check that includes \$50.00 per game for reimbursement of officials costs. This will be provided as one check for the total cost. Host will be responsible for individual disbursement of funds to Refs.
 - e. NTS will be responsible for providing information and updates pertaining to the tournament to all participating teams/ coaches. (i.e.: scheduling changes, etc).
 - f. Waiver forms will be provided to participating teams in advance of tournament
 - g. Tournament score sheets will be provided. These forms are available from our website for printing (or they will be mailed upon request with a week's prior notice. (See: "Tournament Director Responsibilities")
 - h. Notify participating teams of cancellation of tournament due to inclement weather or other unforeseen circumstances.
 - i. Signs for Admission Costs posted at gates. (Gate charges are \$6.00 for Adults, \$4.00 for students, and children not in school are no charge. This is the standard for all Northwoods Tournaments.)
5. **General Recommendations:**
- a. 2 Options for handling "no show" teams:
 - i. NTS will provide a blank alternate bracket form that can be used for last minute schedule changes due to teams not showing up. The bracket form with teams and court assignments will need to be filled out manually on site to accommodate changes in attending teams.
 - ii. If all involved coaches agree, you can use the missing team as a "bye," and NTS will pro-rate a refund to the teams that play less than the guaranteed 3 games. (This is generally the simpler of the two options, but may not be agreeable to all parties)
 - b. Note: NTS tries to provide even team brackets (4,6, or 8). If you have a no show team, and choose option 1, this will create an odd team bracket (3,5, or 7) which will increase the number of games; therefore, additional official's fees will be incurred. If option 1 is used, please submit a request for reimbursement of additional referee costs to NTS.
6. **Ejection of Coaches:** Although this does not happen often, here is our policy. After the 2nd technical foul in the tournament by a coach (foul based on behavior), the coach will be ejected from the tournament. For the affected team to continue play in the tournament, the coach must be replaced by an assistant or alternate coach.
7. **Cancellation of Tournament:** If the hosting school needs to cancel a tournament due to a weather cancellation, please notify NTS as early as possible. We will notify all the participating teams. We will try to reschedule the participating teams in to another NTS tournament if possible. We will not be able to reschedule the actual tournament due to the inflexibility of the tournament schedule.
8. **Start Time of Tournament:** We will try not to schedule tournament starts before 9:00 AM unless circumstances require us to do otherwise. Generally, a tournaments last game will start at 6:00 PM. This again, can be subject to change.
9. **Scheduling Officials, Clock Operators, Scorekeepers:** When scheduling referees, clock operators, scorekeepers, etc. Use the general rule of a 9:00 AM start and 6:00 PM finish for estimating your tournament hours. This would pertain to each court. As the tournament get closer you will receive the finalized brackets, you can then notify the above-mentioned individuals of any changes to the original schedule. Please call or email with any questions regarding scheduling.

1. There will be two referees officiating each game. Each host community will secure the best referees possible. The ideal official is mature, certified and experienced. Part of being mature includes having cordial interaction with the players and a non-confrontational approach relative to coaches (take command, but no "my way or the highway" attitudes). While MSHSL-certified (or the Wisconsin/North Dakota equivalent) referees are always preferred, it is understood that some communities will not be able to produce two such referees for each game. Where sufficient certified referees are not available, host communities will, to the greatest extent possible, secure adults with prior referee and/or coaching experience. Host communities must balance their two-person crews. If experienced, mature, certified officials are scarce, do not have two work together. ***Under no circumstances are two inexperienced, non-certified referees allowed to work a game together.***
2. Referees must wear striped shirts or striped vests. Referees are allowed to wear shorts, but are not allowed to wear baseball caps or other headwear. Coaches can insist that such headgear be removed before a game proceeds by talking to the tournament director. The strongest officiating crews should work those games in which the host team plays. The reason for that is the issue of impartiality. Referees must be able to make calls against the host team without being concerned that they may be criticized by the home town fans who they may see on a daily basis, but also to not overcompensate in an effort to appear impartial by giving the visiting team the benefit of the doubt on all close calls.
3. Host schools which are the subject of repeat (more than one) complaints about referees that don't meet the standards outlined in this section, will receive a warning. Continued violation of this section of the rules may result in future restrictions in the ability to host tournaments. All referees must read the tournament Rules. A copy of these rules should be provided to each referee well in advance of each tournament, and a copy will also be available at the scorer's table as a reference tool on game day.

GAME FORMAT

1. Game Timing: Two 16-minute halves with a running clock. The last two-minutes of each half, the clock shall stop on all dead ball situations. If there is more than a fifteen point spread in a game, the clock will **NOT** stop during the last two minutes. Overtime: There will be one 2-minute overtime in all games ending in a tie with each team receiving one time out for the overtime (teams may not carry-over any timeouts). The clock will stop for all dead ball situations during overtime. Double Overtime: Games will be decided by sudden death, meaning the team who scores the first point (does not have to be a basket, it can be a free throw) will have won the game. Again, teams will be awarded one time out with no carry-overs.
2. Each team will have ten minutes to warm up for its first game of the day. There will be four minutes between halves and a minimum of four minutes between other games. NTS reserves the right to alter times if games should run late with adequate warm-up time being allowed. The only time a game will start early is if both coaches agree.
3. Fouls: Each player is allowed 5 personal fouls, shooting one and one on the 7th team foul and two shots (double bonus) on the 10th team foul. Technical Fouls/Intentional Fouls/Flagrant Fouls: will be shot along with possession of the ball. Any individual given a second technical foul will be removed from the gym. That individual will not be allowed to play in any more games for that day.
4. Time-Outs: Each team has three (3) 30-second time-outs per game. Overtime Time-Outs: Each team is given one time out for every overtime, no carry-overs.
5. Restrictions:
 - a. **Defensive rules for 3rd grade:** No zone defenses. No pressing will be allowed at any time.

- b. **Defensive rules for 4th – 5th grade:** No zone defenses. No pressing will be allowed except for the last two minutes of the first half and the second half. No pressing when leading by 15 points or more. When pressing, only man-to-man pressing will be allowed. A trap is considered a zone defense, weather it is full court or half court.
- c. **Defensive rules for 6th – 8th grade:** All defenses and presses allowed. No pressing when leading by 15 points or more.
- d. **Man-to-Man Defense:** A defender must play his/her player half way between the basket and the person he/she is guarding. If the person being guarded is further away from the basket than the 3-point arc, the defender need only come half way between the basket and the three-point arc, not half way from the basket to the person being guarded.

The defender on the weak side must also come out towards the player he/she is guarding, at least half way between the basket and the arc. When a player on the offensive team below the top of the key drives to the basket, defenders can double-team the ball (or even triple, quadruple, or quintuple team the ball). When that happens, defenders on the weak side have a choice when the ball moves toward the basket – they can guard their man or they can double-team the ball – but they cannot stand in the lane part way in between and play a spot on the floor.

When the ball is being brought over the half court line by the offensive team, the defensive team cannot double team the ball above the top of the key, unless the offensive team first brings up a player to set a pick for the ball handler, in which case both defensive players can double team the ball handler.

During those times when a press cannot be used, players returning to their defensive positions at the other end of the court must not challenge the dribbler or attempt to intercept a direct pass; defenders can, however, pick up a loose ball or muffed pass. If a team violates this rule, play will stop and the ball will be awarded to the offensive team. No foul or technical will be awarded.

- 6. Timekeepers and Scorekeepers:
 - a. The host school will provide a clock operator for each game whose sole job it will be to start and stop the clock at the appropriate time and change the possession arrow.
 - b. Each host team will also provide an official scorer whose sole job it will be to record team scores and personal fouls.
 - c. While it is acceptable to use responsible high school students for this purpose, the individuals working the clock and score book must be instructed that their jobs are as important as that of the referees and their duties must receive their undivided attention. Any cell phones or iPods (or other device that can be used to text message, access the internet, listen to music or gaming) at the scorer's table must be turned off during the entire game, except during half-time breaks and between games. Allowing clock operators and scorekeepers to make phone calls, text, tweet, etc., during games will be

considered a serious dereliction of hosting responsibilities and will affect a community's future ability to host NTS tournaments.

- d. No people other than the clock operator and official scorer will be allowed to sit at or near the scorer's table during the game. Hosts will instruct both individuals at the scorer's table that they cannot engage in any activity which would suggest that they are in any way partial to one team or the other. A coach has the right to insist that an individual be removed from the scorer's table if such conduct exists. That right is not limited to games in which the home team is playing.
7. Game Ball: The home team provides the game ball. All Girl's and Boy's 3rd, 4th, 5th, and 6th grade division uses the 28.5 ball. Boy's 7th and 8th grade divisions use the men's ball.
8. Goal Height: 3rd grade and up will shoot on regulation 10' goals.
9. Free Throw Line:
 - a. 3rd – 5th grade: Free Throw shooter **may** jump over free throw line. They may not jump over the free throw line to better their rebounding position but may jump over the line to assist with shooting the ball. If shooter jumps over the line to be the first to rebound the ball, a lane violation shall be called. A school may choose to place a free-throw line closer to the basket. This will be the discretion of the host school and the tournament director.
 - b. 6th – 8th grade: Free Throw shooter **may not** jump over the free throw line.

ADMISSION POLICY

1. Admission Fees at Door: Spectators will be charged a fee before entering a facility. The coach, assistant coach listed on the roster and all players listed on the roster will receive free admission. The same admission fee will be charged at all NTs tournaments. The admission fees that are collected will be kept by the host school to assist with facility charges and other costs.

GAME EQUIPMENT

1. Required Equipment: Coaches will need to bring their own practice balls, scorebook, first aid kit, and towels to all games.
2. Uniforms: Similar jersey tops or Tee Shirts with a minimum of numbers on the back. Reversible jerseys are preferred and each team should be prepared to play with light or dark uniforms. Matching shorts are not required, but encouraged.
3. All photographs, videos, and digital images taken at any NTS event by NTS personnel or their assignees are the property of NTS and can be used for any promotional or marketing purposes of the NTS.

GRADE DIVISION

1. Grade Divisions: Players' grades are based on the 2016/2017 school year. Coaches' can elect for their team to play up a grade division. If necessary and approved by all participating coaches, individual grade divisions sometimes may be grouped to form combined divisions. For example, the Boy's 6th grade division may be combined with the Boy's 7th grade division (forming a combined 6th-7th grade division).
2. Girls will not be allowed to play in NTS tournaments for boys. Likewise, boys are not allowed to play in NTS tournaments for girls.

3. **Playing Up or Playing Down.** Players in 7th grade and below will be allowed to play "up"; no player, at any grade level, will be allowed to play "down". That means that no 6th grade students will be allowed to play on a 5th grade team, no 7th grade students will be allowed to play on a 6th grade team, etc. If a community doesn't have sufficient players at a given grade level, these players must play "up" to the next grade level. If they are 8th graders, they will either need to have some of their 7th graders play "up" on an 8th grade team, at least for some tournaments, to accommodate their 8th graders, or if they are from a small community, they can play with a neighboring small community as outlined above in GUIDELINES FOR ORGANIZATIONS

ROSTER/WAIVER

1. Playing may not play more than one team: Players' may not participate on more than one team on a single date, even if both teams' are playing in the same NTS tournament and limited players are available. Players' must choose to sign up on one roster and play for only one team during a tournament.
2. Team Roster: Team rosters must be completed and submitted to the tournament director the day of the tournament. The team roster may change up to the first game.
3. Number of Players on Team Roster: Your team must have a minimum of four players but no more than fifteen.
4. Signed Liability Waivers for your entire team must be returned to us by one of these methods:
 - a. Mail all signed originals to: NTS, 20986 County Road 445, Bovey, MN 55709.
 - b. Scan and email (Preferred) to: jessica@northwoodstournaments.com
5. All waivers you send us for each player are kept in the NTS office – **not** circulated to meet hosts – please **do not** turn them in to anyone at any host community. If you have questions, please contact Jessica at the above email address. Failure to comply with these rules by not returning signed Liability Waivers could result in loss of tournaments this year or exclusion next season.

SCHEDULES

1. Game Schedules: Game schedules will be viewable from our website approximately 7 days before an event. Game schedules may change and it is the teams' responsibility to check for changes up to the day before their first scheduled game. If NTS does not post the game schedule to the web page, NTS will contact teams of all changes. NTS will try to send out email notices of participating teams when changes are made but coaches are encouraged to check the website daily the week prior to the tournament.
2. Scheduling Requests: Scheduling requests for games at NTS tournaments are not guaranteed, but may be taken into consideration. Teams must play all of their scheduled games.
3. No Shows: Teams that do not show up for scheduled games may be removed from remaining NTS tournaments without a refund.

NTS CODE OF ETHICS & BEHAVIOR

1. Coaches, parents and fans are expected to create a team environment in which primary emphasis is placed upon the emotional and physical well-being and skill improvement of the players, rather than winning. Coaches, parents and fans should lead by example and demonstrate the value of fair play and sportsmanship to all participants.
2. Poor Behavior: Poor behavior by teams, players, parents, coaches and spectators will result in the team, coach, or player being disqualified from the remainder of the tournament, without a refund or recourse.

3. Acts of disrespect or intimidation, while not directed specifically toward opposing players, coaches or officials, are still considered unsportsmanlike and could result in a technical foul or an ejection. NTS encourages its coaches to act professionally at all times.
4. If, in the opinion of NTS officials and/or the tournament director, unsportsmanlike behavior from the coaches, players, parents, or fans has put the game out of control, the offending team will forfeit the game. This could result in suspension from future NTS tournaments.

NTS REFUND POLICY

1. When a team cancels from all NTS tournaments, prior to playing in any events and prior to the 7-day window before their first event, they will be entitled to a full refund.
2. When a team cancels an event but chooses to participate in future tournaments that they have signed up and paid for, they will be entitled to a refund of the difference between their original choice and their new choice.
3. Any team that cancels from participation in a tournament within 7 days from the date of the tournament will not be refunded the registration fee. If a tournament or division is canceled due to weather or lack of participation, the school can choose to get a refund of their registration fee or use the fee toward another tournament.