



# 2026 February Freeze Tournament Schedule

Pool A: Fourth Baptist, Benilde-St. Margaret's, St. Charles

Pool B: King of Grace, Hill-Murray, Edina White

\*Seeding will be determined by wins and then by points allowed.



Time	Home Team (Dark Jersey)	Away Team (Light Jersey)
9:00 am	Fourth Baptist Warriors	St. Charles Chargers
10:00 am	King of Grace Knights	Hill-Murray Pioneers
11:00 am	St. Charles Chargers	Benilde-St. Margaret's Red Knights
12:00 pm	Edina White	Hill-Murray Pioneers
1:00 pm	Fourth Baptist Warriors	Benilde-St. Margaret's Red Knights
2:00 pm	King of Grace Knights	Edina White
3:00 pm - Consolation	Pool A - 3rd Seed	Pool B - 3rd Seed
4:00 pm - 3rd Place	Pool A - 2nd Seed	Pool B - 2nd Seed
5:00 pm - Championship	Pool A - 1st Seed	Pool B - 1st Seed

# Tournament Rules

## 1) Timing Factors

**Game Length:** Games will consist of two **20-minute running time halves**. The last two minutes of **each half** is stop time. In the event a team is ahead by 20 points, we will eliminate the 2:00 minute stop time at the end of the second half; running time will continue to the end of the game.

**Half Time:** Half time will be a minimum of three minutes and a maximum of **five minutes** depending on time constraints.

**Time Outs:** Each team is awarded **three 1-minute timeouts** per game.

**Overtime Period(s):** The first overtime period will be **2 minutes stop time**. The second overtime (if necessary) period will be sudden death – the first team to score a point wins. Each team will be awarded one time out for each overtime period. Unused timeouts do not carry over to the overtime period(s).

**Warm-up Time:** A **minimum of three minutes** will be allowed for warming up. KOG will provide 2 basketballs for warm-ups for each team.

**Running Time:** If, at any time in the second half, a team is **ahead by 20 points or more**, the remainder of the game will be played under running time. Should the deficit be cut to 10 points or less, the game will resume to stop time for the last two minutes of the second half. After a timeout, the clock will start when the ball is touched by any player who is inbounds.

## 2) Pressing

Teams have no restrictions on full and half court defenses except that teams may **NOT** use a full-court press if they are ahead of their opponent by **15 or more points**. After the first warning, the penalty for each violation of this rule will be a technical foul.

**3) Technical Fouls:** For **unsportsmanlike conduct or flagrant fouls**, the offended team **will automatically be awarded 2 points** and possession of the ball. For all other violations resulting in a technical foul, the offended team will shoot 2 free throws and be awarded possession of the ball.

**4) The home team is determined by the team listed first in the match-up.** The home team is responsible for providing an official scorer for the game. The official scorer must sit at the scorer's table and must use the official score sheet provided for the game. King of Grace will be considered the home team for each of their games.

**5) Teams must have five players to start a game.** Due to the tight time schedule, **game time is forfeit time**. The game officials will make the final decision on game forfeitures.

**6) Should teams have similar jersey colors; the visiting team is responsible for providing and wearing scrimmage vests or alternate jerseys. Bring both sets of jerseys (dark and light) if you have them.**

**Inclement Weather:** If hazardous weather conditions exist, please call King of Grace and ask for Bonnie Nielsen or Jon Matzke. An email will be sent as early as possible if changes need to be made. If your games are not canceled and your team does not show up for your scheduled game, they will incur a forfeit.

**Eligible Players:** Players must be enrolled in the grades 5-8 in at the school they are playing for. Community league teams must be listed on the team's roster prior to the tournament and must meet the age requirement to play for that team. Boys must play on boys' teams and girls must play on girls' teams.

## Ejection Policy

Unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated. Anyone ejected from a contest will be disqualified from participation in that game and the next game. Players will be allowed to participate after their disqualification has expired. Coaches, parents and fans will be required to leave the tournament facility and will not be allowed to return for the remainder of the tournament.

If the ejection was due to “flagrant unsportsmanlike conduct” they will be disqualified for the remainder of the event. Examples of “flagrant unsportsmanlike conduct” include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, use of profane language, etc.

#### **KOG Refund Policy**

Teams dropping out of an event after the entry deadline will NOT receive a refund.

If an event should have to be canceled due to unforeseen circumstances (i.e. weather, loss of electricity, etc.), no portion of your entry fee will be returned.

#### **Sportsmanship**

We, as a school, have adopted the sportsmanship principles of the “Positive Coaching Alliance” (PCA), a national organization dedicated to creating and maintaining a positive youth sports environment. It is critical that we remember following points in maintaining a positive sports culture here at King of Grace:

- **Honor the Game and Honor Christ** in our words and actions in how we treat each other, our opponents, the referees and our coaches. Remember, this is the “Development Zone”.
  - **Watching a youth sports game is not the same as watching your favorite college or professional sports team. You cannot react negatively to a bad call, a play or situation that you don't agree with.** **STAY POSITIVE!**
- **Remember the “24 Hour” Rule** regarding communication with a coach. Please wait 24 hours before contacting a coach with an issue.
- **Leave the scoreboard to the players and coaches.** Life lessons and a good reputation are more important than winning or losing the game.
- **Say, “Thank you” to our officials, for their service.** Without officials, we cannot have games.
- **Yell cheers of support and encouragement** that start with an adjective (“Great play! Nice shot! Good hustle!”), not a verb (“Pass it!, Shoot it!, Press them! Call timeout!)
- **Don't blame the officials, coaches or other players** if you are not happy with the results on the scoreboard.