**PLAYING RULES – MYAS RISING STARS SHOWCASE**

This event is about having fun first and winning second. We do not award a champion. It is an exhibition.

National Federation of High School Associations rules will apply to the MYAS Grade Rising Stars Showcase, with the following modifications.

**1. Timing Factors**

a. All games will consist of two 20-minute, running time halves. The last two minutes of the second half will be stopped time. If a team is ahead by 15 points or more during the last two minutes of the second half, the remainder of the game will be played under running time. After a timeout, the clock will start when the ball is touched by any player inbounds.

b. Halftime will be four minutes. **NOTE**: The Tournament Director has the authority to adjust the length of the halftime if necessary.

c. Time outs are limited to two 60-second time outs per game. Each team will be awarded one time out in overtime. Unused timeouts will not carry over into overtime.

d. The overtime period will be sudden victory - first team who scores a point wins.

**2. Equipment**

a. Game balls:

 Boys Grades 4-5 & All Girls Grades: 28.5

 Boys Grades 6-8: 29.5

b. Teams are responsible for providing their own first aid supplies.

c. All jewelry must be removed ***prior to*** stepping onto the court. Players are ***not*** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

**3. Playing Rules**

1. Individual player and team fouls will not be kept. Players cannot foul out. Please see below for team fouls.
2. Free throws
	1. Shooting Fouls: The offended team will shoot the free throw attempts.
	2. Non-shooting fouls prior to the last two minutes of the second half: No free throws awarded
	3. Non-shooting fouls during the last two minutes of the second half: One-and-one free throws will be attempted.
3. Zone and full court defenses are not allowed.
4. 4th Grade will shoot Free Throws from 12- feet
5. If a team is ahead by 15 points or more during the last two minutes of the second half, the remainder of the game will be played under running time. After a timeout, the clock will start when the ball is touched by any player inbounds.
6. **Ejection Policy:** Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that game ***AND*** the next scheduled game. Any player, coach or spectator ejected for **Flagrant Unsportsmanlike Conduct** will be ejected for the remainder of the competition and may be subject to additional disciplinary action(s).