

PLAYING RULES – MYAS GRADE STATE BASKETBALL CHAMPIONSHIPS

National Federation of State High School Associations rules will apply to the MYAS Grade Basketball State Championships, with the following modifications. The home team will provide the official scorer. The official scorer **must** sit at the scorer's table and is responsible for filling out the official MYAS score sheet. A coin flip will determine home team.

1. TIMING FACTORS

- a. All 3rd grade teams will play 20-minute, running time halves with stop-time the last two-minutes of each half. All 4th-9th grade games will consist of two 14-minute, stop-time halves.
- 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 three 60-second time outs per game.
- d. Overtime periods will be a continuous series of complete two-minute, stop-time overtime periods until the tie is broken. Each team will be awarded one time out for each overtime period with no carryover of unused timeouts. There will be a 60-second intermission between overtime periods.
- e. **Grace Period:** Each team will be given a 10-minute grace period for their **first** game of the tournament. After a team's first game, game time will be forfeit time.

2. EQUIPMENT

- a. Game balls for 3rd-4th grade girls' and boys' tournaments will be the 27.5" basketball. Game balls for 5th-6th boys' tournaments and 5th-9th girls' tournaments will be the women's size (28.5") basketball. Game balls for boys' 7th-9th grade tournaments will be the men's size basketball.
- b. **UNIFORMS:** Jersey tops must be of identical color and it is recommended they be numbered on the front **and** back. The following numbers are recommended: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54 and 55. A team may **not** have both numbers 0 and 00. Teams are encouraged to bring two sets of jerseys, if available. The **home** team (as determined by a coin flip) is awarded their choice of which color uniforms they will wear.
- c. Teams are responsible for providing their own first-aid supplies.
- d. 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

- a. **Free Throws:** Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half. Third and fourth grade teams will shoot free throws from 12 feet.
- b. **Technical Fouls:** Two points and the ball will be awarded to the opposing team (do **not** shoot free throws on technical fouls).

c. **Defense/Pressing:**

3rd-4th grade teams may full-court press in the last two minutes of each half and in overtime periods (*see below for **Exception***). During the last two minutes of each half and in overtime periods, teams may trap and play zone defense in the back court. After the ball crosses half court, person to person defense must be used. First offense – a warning will be issued; second offense – technical foul.

5th grade teams must play person to person defense in the front court. Teams may trap and play zone defense in the back court.

6th-9th grade teams have no restrictions on full- and half-court defenses (*see below for **Exception***).

Exception: NO teams may use a full-court press if they are ahead of their opponent by 20+ points. After the first warning, the penalty for each violation of this rule will be a technical foul.

- d. If a team is ahead by 20+ points with seven minutes or less remaining in the second half, the remainder of the game will be played under running time. After a time out, the clock will start when the ball is touched by any player inbounds. Should the deficit be cut to 10 points or less, the game will resume to stop-time.
- e. **Ejection Policy:** Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest **AND** the next scheduled contest. Any player, coach or spectator ejected for **flagrant unsportsmanlike conduct** will be ejected for the remainder of the entire competition and may be subject to additional disciplinary action(s). Some examples of “flagrant unsportsmanlike conduct” include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.

The Protest Committee may review a disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. Furthermore, any person ejected from a contest must leave the vicinity (**out of sight and sound**) of the playing area immediately and is prohibited from any further contact (**direct or indirect**) with the team until such time that the suspension has been lifted. Failure to comply with the rules of ejection may result in **game forfeiture**.