

## 2016-17 MYAS/WSS BORDER BATTLE PLAYING RULES



Except where modified, National Federation of State High School Associations rules will govern play.

### 1) Timing Factors

- Game Length:** Games will consist of two 20-minute running time halves. The last two minutes of each half are stop time. In the event games get too far behind schedule, we reserve the right to eliminate the 2:00 minute stop time at the end of the first and second halves.
- Half Time:** Half time will be a minimum of three minutes and a maximum of five minutes.
- Time Outs:** Each team is awarded three 60 second time outs per game.
- Overtime Period(s):** The first overtime period will be two minute stop time. The second overtime (if necessary) period will be sudden death – first team to score a point wins. Each team will be awarded one time out for each overtime period. Unused time outs do not carry over to the overtime period(s).
- Warm-up Time:** A minimum of three minutes will be allowed for warming up.
- Running Time:** If a team is ahead by 20 points or more during the last two-minutes of the game, the remainder of the game will be played under running time.

### 2) Pressing

- Teams in 4<sup>th</sup> grade are not allowed to full court press, double team in the half court or use zone defenses. Person-to-person defense must be used once teams cross half court. First offense – a warning will be issued; second offense – technical foul.
- Teams in 5<sup>th</sup> grade and above 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 20 or more points. After the first warning, the penalty for each violation of this rule will be a technical foul.

### 3) Technical Fouls: The offended team must shoot all technical fouls.

- 4) The home team is determined by a coin toss at the beginning of each game. The home team can be determined by the first one listed on the score sheet. 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.
- 5) Teams must have five players to start a game. Due to the tight time schedule, **game time is forfeit time**. The MYAS/WSS Site Supervisor will make the final decision on game forfeitures.
- 6) If a three-point line exists, it will be used in all grades.
- 7) Should teams have like jersey colors; the **home team** is responsible for providing and wearing scrimmage vests or alternate jerseys. **Always bring your extra set of jerseys.**
- 9) Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half. Technical foul (two shots) must be shot by a player on the offended team.
- 10) A team may not full court press if they are ahead by 20 points or more at any time during the game. First offense – a warning will be issued; second offense – technical foul.

## EQUIPMENT AND GAME ADMINISTRATION

### Incllement Weather

If hazardous weather conditions exist, please visit [www.myas.org](http://www.myas.org) for a weather-related message. You can also contact the MYAS at 763-746-1712 for any weather related messages. If your games are not canceled and you do not show up for your game, you will have to pay a \$100.00 forfeit fine

### Players

Players must be enrolled in the grade in which they are participating. However, it is permissible to play up. For example, a 7<sup>th</sup> grader may play on an 8<sup>th</sup> grade team, but an 8<sup>th</sup> grader may not play on a 7<sup>th</sup> grade team. Boys must play on boys' teams and girls must play on girls' teams.

### Team Composition

Teams must be comprised of players from a bona fide traveling or in-house basketball association or school. No all-star or renegade teams will knowingly be permitted to play. The tournament protest committee will rule on any protest regarding team composition. The complete MYAS/WSS Traveling Basketball Guidelines can be found at [www.myas.org](http://www.myas.org).

### Team Rosters

The team roster is limited to 12 players. The roster must be completed. An online version and hard copy version of the roster will be accepted. A copy of the roster must be submitted to the Tournament Director during team check-in at your first tournament **only**. The roster will be maintained on file at all of your tournaments.

### Equipment

- a. Game balls for 4<sup>th</sup>-6<sup>th</sup> grade boys' divisions and all girls' divisions will be the women's size (28.5) basketball. Game balls for boys' 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup>/10<sup>th</sup> and 11<sup>th</sup>/12<sup>th</sup> grade divisions will be the men's regulation 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.).

### 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**. They will be allowed to participate after their disqualification has expired. However, 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.

### Forfeit Policy

Any team forfeiting a game will incur a \$100 fine for each forfeited game. Forfeiting a game will also place a team on probation. Forfeiting a game on any subsequent play date will result in a \$100 fine and immediate suspension from further MYAS/WSS participation for all coaches and players associated with that team. Please show up for your games!

### MYAS/WSS Refund Policy

- a. If a team drops out of an event prior to the entry deadline, a full refund will be issued.
- b. Teams dropping out of an event after the entry deadline will **NOT** receive a refund.
- c. If an event should have to be cancelled due to unforeseen circumstances (i.e. weather, loss of electricity, etc.), a prorated portion of your entry fee will be returned based on the number of games played.
- d. If an event is cancelled (with no games played) due to any of the above reasons, teams can elect a 75% refund of their entry fee or have 100% of their entry fee applied to a future MYAS event.