

# 2017 MYAS FALL BASKETBALL

## RULES AND REGULATIONS

The basic rules and regulations for the MYAS fall basketball events will be the same as those utilized by the Minnesota State High School League. Listed below are rule modifications and/or highlights.

### ELIGIBILITY

**PLAYERS:** Players must be enrolled in the grade in which they are participating. However, it is permissible to play up. For example, a 7th grader may play on an 8th grade team, but an 8th grader may not play on a 7th grade team. Any player who has been accelerated in school may participate in the grade level that would be their “natural” grade.

### **TEAM**

**COMPOSITION:** Teams may be composed of players from anywhere, as long as they meet the grade division requirements. Boys must play on boys’ teams and girls must play on girls’ teams.

### PLAYING RULES

**GAME LENGTH:** Games will be two 20-minute running time halves, with the last two minutes of each half being stop time on every whistle.

In the event that games fall too far behind schedule, we reserve the right to eliminate the two-minute stop time at the end of the first and second halves.

The clock will remain running during the final two minutes of the second half if a team is ahead by 20 points or more.

**HALF TIME:** Half time will not exceed five minutes.

**TIME OUTS:** Each team will be awarded three 60-second time outs per game. Unused time outs cannot be carried over to the overtime period. Each team will be given one time out for the first overtime period.

**OVERTIME:** If a game is tied at the end of regulation time, a two-minute, stop-time overtime period will be played. If the score is still tied at the end of the overtime period, the teams will play a sudden death period (with no time on the clock). The first team to score will be declared the winner.

**WARM UPS:** Each team will be given a minimum of three minutes to warm up prior to tip-off. Five minutes is ideal. More time will be allowed whenever possible. Games shall not start more than 10 minutes early.

**START TIME:** We are operating on a very tight time schedule. Therefore, game time is forfeit time. The Tournament Director will make the final decision on game forfeitures.

**FREE THROWS:** Bonus shots will be awarded on/after the seventh team foul, and the double bonus will be shot on/after the tenth team foul per half.

**3<sup>rd</sup> GRADE RULE:** Teams in 3<sup>rd</sup> grade

- May not play full court defense
- May not play zone defense in the front court

**4<sup>th</sup> GRADE RULE:** Teams in 4<sup>th</sup> grade

- May not play full court defense until the last two minutes of each half
- May not play zone defense in the front court

## EQUIPMENT

The MYAS has adopted the rules and regulations of the NFHS that pertain to legal and illegal equipment. Please refer to the National Federation of High Schools basketball rule book for clarification. If you have any specific equipment issues, please contact our office **Prior** to your participation. Some of the more common questions asked relate to earrings, casts, headbands, wristbands and various medical devices.

**BASKETBALLS:** The teams will provide practice and game basketballs. The referees will select the best ball available. The boys' 3<sup>rd</sup>, 4th, 5th and 6th grade divisions and all girls' grade divisions will use the smaller (28.5) basketball, and boys' 7th grade through high school divisions will use a full size basketball.

**UNIFORMS:** Jersey tops must be of identical color and it is recommended that they be numbered on the front *and* back. Numbers on the front must be at least four inches high and numbers on the back should be at least eight inches high. Legal numbers are 00-99. Teams are encouraged to bring two sets of jerseys (i.e. white and dark) if available.

**FIRST AID:** Teams are responsible for supplying and administering their own first aid. A trainer will be on-site.

**OFFICIALS:** Two certified officials will be assigned to each game.

## POLICIES AND PROCEDURES

**SCOREKEEPERS:** 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. The home team will be determined by a coin flip.

**FORFEIT POLICY:** Forfeiting a game in any MYAS fall basketball event will place your team on probation and there will be a \$100 fine assessed. This fine **MUST** be submitted to the on-site coordinator or the MYAS office prior to your next scheduled game. Forfeiting a second game will automatically **SUSPEND** your team (including all coaches and rostered players) for the remainder of the league and from any subsequent MYAS events for a period of one calendar year. There will be an additional \$100 fine for EACH forfeit. **GET TO YOUR GAMES!**

**CONDUCT ISSUES:** Upon the recommendation of the MYAS Basketball Committee, sanctions may be imposed on any team, coach, player or spectator for unsportsmanlike conduct or other actions considered detrimental to MYAS basketball.

**EJECTIONS:** A player or coach issued their second technical foul in one game will be disqualified for the remainder of the game and for the following game.

Any player, coach or spectator ejected from a contest for flagrant unsportsmanlike conduct will be ejected for the remainder of that play date and the following play date. 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), repeated use of profane language, etc. The Protest Committee may review the disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. (The Protest Committee consists of the Site Supervisor, a MYAS staff person and the Supervisor of Officials.) We reserve the right to issue more severe disciplinary action if deemed appropriate.

**OTHER:** Other situations will be ruled upon by the Tournament Director, game officials and/or the Site Supervisor.