

## 2018 MYAS REC STATE BASKETBALL CHAMPIONSHIP RULES AND REGULATIONS

National Federation of High School Associations rules will apply to the MYAS Rec State Basketball Championship, with the following modifications.

### PLAYER ELIGIBILITY REGULATIONS

Players must participate in a park and recreation, community education or bona fide in-house program. **Players that compete on a travel basketball team are not eligible to participate.** Coaches are allowed to pick up players from other teams in their in-house program. Players may not be recruited from other teams that are planning to participate in the tournament. Players may not be rostered on more than one team for the tournament. The player and the team will be disqualified from the tournament upon discovery of playing on more than one team. Girls may play only on girls' teams and boys may play only on boys' teams. Players may not participate in both the 2018 MYAS Rec State Basketball Championships and the 2018 MYAS Grade State Basketball Championships.

Players must play in the grade division in which they are currently enrolled. It is permissible for a player to play up from their designated grade division, but they may not play down. Example: A 6th grader may play on a 7th grade team, but a 7th grader may not play on a 6th grade team.

If a player is declared ineligible prior to their team's participation in the tournament, the player is disqualified but the team may continue to participate. If a team participates with an ineligible player, the **player, team and head coach** will be disqualified at the time of discovery. Their disqualification will only affect the results from the last game played.

### TEAM ELIGIBILITY

The Rec State Basketball Championship is held for teams that participate in a park and recreation, community education or in-house program. Team rosters must be composed of players who reside or attend school within the jurisdiction of the league's drawing area. All-star and/or independent teams are not allowed. An all-star team is defined as a team with players from multiple in-house programs.

High school intramural teams are eligible to participate in the Rec State Basketball Championship. The players on the team must consist of players who did not make their high school team. Players on the intramural team must attend the same high school. Players who played for their high school team during the regular season are not eligible to participate.

Travel basketball teams are not eligible to participate in the Rec State Basketball Championship. A "travel basketball team" is defined as a team emanating from a school or a bona fide community athletic association via a tryout process. (**Note:** Any in-house teams that sign up for the Rec Division of MYAS Super Saver Tournaments are still eligible to participate.)

**Teams are not allowed to participate in both the Rec State Basketball Championship and the MYAS Grade State Basketball Championship.**

Teams will **not** be required to submit proof of grade (or age) for any rostered players. Rather, each coach should have their grade (and age) verifications with them on site at the Rec State Championship in the event of a player or team protest. Failure to produce grade (and/or age) verification upon request may result in suspension and/or disqualification. **Any team/player protest must be accompanied by a \$100.00 cash protest fee. The protesting team will be verified BEFORE the team/player being protested is verified. The fee will be returned if the protest is upheld; the fee will not be returned if the protest is not valid.**

**Special Note:** Any unique eligibility situations will be handled on a case by case basis. Decisions on these unique eligibility issues must be made prior to the tournament entry deadline.

If a team is declared ineligible it will be disqualified at the time of discovery. Their disqualification will only affect the results from the last game played.

### FORFEIT POLICY

Forfeiting a game at the MYAS Rec State Basketball Championship will result in a \$100 fine. The fine must be paid before the beginning of your next game. Failure to pay the fine will result in suspension of all rostered coaches and players.

### PLAYING RULES

1. Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game. You will be allowed to participate after your disqualification has expired. However, if your ejection was due to "flagrant unsportsmanlike conduct," you 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, repeated use of profane language, etc. Ejections may be appealed to the tournament Protest Committee. The Protest Committee consists of the Tournament Director, Host representative and the referee in charge. Any ruling by the Protest Committee is final.

2. **Defense Restrictions:**

- A. Boys and Girls 3<sup>rd</sup>-6<sup>th</sup> Grade: No full court pressing. Players must drop back to half court at the change of possession. Only man to man (person to person) defense is allowed. No double teaming, trapping or zone defenses are allowed. One warning will be issued for any defense violation followed by a technical foul for subsequent violations.
- B. Boys and Girls 7<sup>th</sup>-12<sup>th</sup> Grade: Full court presses and all zone defenses are allowed. **Exception:** Teams may not full court press any time they are ahead by 15 points or more. Teams may full court press once the lead goes under 15 points. One warning will be issued for any defense violation, followed by a technical foul for subsequent violations.

3. Bonus free throws are awarded on the seventh team foul. Double bonus free throws are awarded on the tenth team foul.

4. The three-point shot is in effect for all age divisions (provided the court is marked with a three point line).

5. Technical fouls will be shot by a player from the offended team.

6. **Timing Factors**

- A. Boys and girls in 3<sup>rd</sup>-8<sup>th</sup> grade will play eight five-minute, running time periods. Stop time will be in effect for the last two minutes of the 4<sup>th</sup> and 8<sup>th</sup> periods only.
- B. Boys and girls in 9<sup>th</sup>/10<sup>th</sup> and 11<sup>th</sup>/12<sup>th</sup> grade will play two 20-minute, running time halves. The last two minutes of each half will be stop time. If a team is ahead by 20 points or more during the last two minutes of the second half, 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. After a timeout, the clock will start when the ball is touched by any player who is inbounds.
- C. Time outs are limited to three per team per game and will not exceed 60 seconds. A coach may call time out if their team has possession of the ball and during any dead ball situation.
- D. Overtime periods will be a continuous series of complete two-minute, stop-time overtime periods until the tie is broken. There will be a 60-second intermission between periods. Each team will be awarded one time out for each overtime period. There is no carryover of time outs from regulation or overtime periods.
- E. 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 is forfeit time.
- F. There will be a five-minute halftime following the 4<sup>th</sup> period (3<sup>rd</sup>-8<sup>th</sup> grade) or first half (9<sup>th</sup>-12<sup>th</sup> grade). Coaches (3<sup>rd</sup>-8<sup>th</sup> grade) will have one minute between all other periods to speak to their teams and have their next group of five players at the scorer's table ready for check-in. A minimum of three minutes will be allowed for pre-game warm up.

7. **Ball Possession:**

- A. 3<sup>rd</sup>-8<sup>th</sup> Grade Boys and Girls: The ball will be jumped at the beginning of the game. The ball changes possession for each team at the beginning of each period.
- B. 9<sup>th</sup>/10<sup>th</sup> and 11<sup>th</sup>/12<sup>th</sup> Grade Boys and Girls: The ball will be jumped at the beginning of each half.

**BENCH PERSONNEL**

Only players whose names appear on the official tournament roster may sit on the players' bench. This is limited to 12 players and no more than three other persons (i.e. coaches, trainer, scorer, etc.), to a maximum of 15 persons.

**EQUIPMENT**

- 1. Game balls for all girls' divisions and boys' 3<sup>rd</sup>-6<sup>th</sup> grade divisions will be the undersized (28.5) basketball. The boys' 7<sup>th</sup>-12<sup>th</sup> grade divisions will use the men's regulation sized basketball.
- 2. Uniforms: Jersey tops (t-shirts are acceptable) must be of identical color and must be numbered. We recommend that numbers be at least four inches high, and **must** be non-duplicate. Teams are encouraged to bring light and dark colored jerseys.
- 3. First Aid: Each team is responsible for providing their first-aid supplies, water bottles, tape, etc.
- 4. The basket height is 10 feet for all grade divisions.

## PLAYER PARTICIPATION RULE

### 3<sup>rd</sup>-8<sup>th</sup> Grade Boys and Girls Teams ONLY

The Player Participation Rule is not in effect for the boys' and girls' *high school* divisions [grades 9/10 and 11/12]. Coaches may use any player rotation during the game.

A player participation rule is in effect to ensure that all participants share as close to equal playing time as possible during the game. The recommended amount of playing time is based upon the number of players available to compete in the game. For example, on a team with eight players, each player would play in five of the eight periods. The recommended number of periods for each player is listed on the player participation chart below.

5 PLAYERS:	5 PLAY 8 PERIODS	N/A
6 PLAYERS:	4 PLAY 7 PERIODS	2 PLAY 6 PERIODS
7 PLAYERS:	5 PLAY 6 PERIODS	2 PLAY 5 PERIODS
8 PLAYERS:	8 PLAY 5 PERIODS	N/A
9 PLAYERS:	4 PLAY 5 PERIODS	5 PLAY 4 PERIODS
10 PLAYERS:	10 PLAY 4 PERIODS	N/A
11 PLAYERS:	7 PLAY 4 PERIODS	4 PLAY 3 PERIODS
12 PLAYERS:	4 PLAY 4 PERIODS	8 PLAY 3 PERIODS

Coaches should make copies of the chart for each one of their games and use it to figure out their player rotation prior to each game. The chart is a working document for each game to help the coach keep track of their players' playing rotation for each period. The coach is **not** required to submit the chart to the scorer's table.

The Player Participation Chart will be on the back of the official score sheet for each game. The players must check in at the scorekeeper's table at the beginning of each period to give the scorekeeper their jersey number. The scorekeeper will record the number of periods played for each player on both teams. The scorekeeper will inform the official if a player exceeds their recommended amount of playing time. Any player violating the Player Participation Rule will be disqualified from participation for the remainder of that game and the next game.

Player substitutions are not allowed during the game due to the Player Participation Rule. The only player substitutions allowed are for injury, blood rule or if a player picks up their third foul in the first four periods or their fourth foul prior to the 8<sup>th</sup> period. (Coaches, at their discretion, may choose to leave a player on the court that is in serious foul trouble.) During these situations, a coach may use any player on the bench as a substitute, but is encouraged to use a player of "comparable ability." The playing time of the sub will not be recorded against their normal rotation. The player removed for injury or because of the blood rule should return as soon as they are able. Coaches may not modify their normal playing rotation to "make up" for the removed player's "lost time."