

2019 MYAS GOPHER STATE

SPRING BASKETBALL PLAYING RULES

The basic rules and regulations for all MYAS Spring Super Saver and Invitational Tournaments will utilize NFHS rules for the current year, with the following modifications:

Revised 3/18/19

Players:

Players and teams must meet the grade eligibility requirements to participate. Rosters are limited to a maximum of 12 players. No changes to your roster are allowed during a tournament once you have played your first game.

Any player, whose eligibility to participate is put in question, **CAN NOT** continue to participate until the proper documentation has been provided. It is recommended that all coaches carry all player documentation with them to each game.

Timing Factors:

Invite & spring champ games will be played with the following timing factors;

- a) 9th through 12th grade divisions will play 16-minute, stop-time halves;
- b) 5th through 8th grade divisions will play 14-minute, stop-time halves;
- c) 3rd and 4th Grade divisions will play 2 – 20 minute running time halves. Last 2 minutes of each half are played with stop time.



Super Saver game length: All divisions will play 2 – 20 minute running time halves. Last 2 minutes of each half are played with stop time

Overtime Periods: The first overtime period will be a two-minute, stop-time period. The second overtime period (if necessary) will be “sudden death”. First team to score wins. Each team will be awarded one time out to use in each overtime period (no carryover of unused time outs from regulation). There will be a 60-second intermission between periods.

Note: Spring Championships will not have sudden death. All overtime periods will be two-minute, stop time.

WARM-UPS: Each team will be given a minimum of three minutes to warm up prior to tip-off. More time will be allowed if possible.

HALF TIME: HALF TIME WILL NOT EXCEED FIVE MINUTES

START TIME: 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.** (MSHSL rules state that you must have five players to start a game.)

Playing Rules:

Score Keeping Policy: The home team (as determined by a coin flip) 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.

Time Outs: Each team is limited to three per team per game and shall not exceed 60 seconds. A coach *may* call time out if their team has possession of the ball.

Free Throws: Bonus free throws are awarded on the seventh team foul. Double bonus free throws are awarded on the tenth team foul.

3rd & 4th Grade Teams will shoot free throws from 12 feet.

Technical: For technical fouls, two points and the ball will be awarded to the opposing team (do not shoot free throws on technical fouls).



Playing Rules:

3rd Grade: Must drop back to half court line. No full court pressing.

Must play person-to-person defense once the ball crosses half court.

4th Grade: No full court press until the last two minutes of each half.

Must play person-to-person defense once the ball crosses half court.

5th - 12th Grade: Full court and zone defenses are allowed.

Mercy Rule #1: A team may not full court press if they are ahead by 20 points or more at any time during the game. Penalty is a technical foul.

Mercy Rule #2: With seven minutes remaining in the second half, if a team is ahead by 20 points or more, 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. **Should the deficit be cut to 10 points or less, the game will resume to stop-time.**

Equipment:

Game balls: The teams will provide game balls. Referees will select best-available.

27.5 Grades 3 & 4

28.5 Girls Grades 5-12 & Boys Grades 5 & 6

29.5 Boys Grades 7-12



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).

Jewelry: All jewelry must be removed prior to stepping on to the court. Players are **NOT** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

Shooting sleeve rule: Players can wear them without a doctor's slip.

Headband and sweatband color rule will not be used. The players can wear any color and they do not need to match each other. We will not allow the glitter head bands.

First Aid: Each team is responsible for their own first aid supplies and treatment.

General Rules:

Bench: Only those players whose names appear on the official tournament roster may sit on the team bench. The bench is limited to 12 players and no more than three other persons (i.e. coaches, scorer, etc.), to a maximum of 15 persons. No young children (non-players) will be allowed to sit on the bench. Other individuals must sit in the designated spectator seating area.

Any player, coach or spectator ejected from a contest for flagrant unsportsmanlike conduct will be ejected for the remainder of the tournament. Some examples of "flagrant unsportsmanlike conduct" include but are not limited to cheating (use of a declared ineligible player), repeated use of profane language, etc.

Any 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. Note: If this occurs in the last game of the tournament, the penalty will carry over to the first game of the team's next tournament.

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 as the suspension is lifted.

