

PLAYING RULES – MYAS GRADE STATE BASKETBALL CHAMPIONSHIPS

National Federation of 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. The 3rd grade will play 20 minute running time halves. 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. There will be a 60-second intermission between 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 4th - 6th grade boys' tournaments and all girls' tournaments will be the women's size (28.5) basketball. Game balls for boys' 7th, 8th and 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. Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half. Issuance of technical fouls are per NFHS rules (**shoot all technical fouls**).
- b. 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. This rule applies to all 5th-9th grade divisions:
 1. Teams in 3rd & 4th grade may not full-court press, until the last two minutes of each half. After the ball crosses half court, person to person defense must be used. First offense – a warning will be issued; second offense – technical foul.
 2. Teams in 5th grade and above have no restrictions on full- and half-court defenses except for the abovementioned rule.
- c. If a team is ahead by 20 or more 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.
- d. **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 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 the 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**.