

2020 MGBA Tournament

Rules & Regulations

The National Federation of High School Basketball Rule Book will be followed except as noted below:

1. Experienced referees will be supplied by the MGBA. Coaches, players, and fans are to treat them with respect. Continued harassment of referees will result in removal from the gym.
2. The first overtime will be 2 minutes long with stop time. The second overtime will be sudden death. The first team to score in sudden death will be the winner. All overtimes will begin with a jump ball.
3. Time outs: (3) one-minute time-outs per game and one additional time out for any overtime period. Unused time outs will not carry over to over time.
4. Intermission is 3 minutes between halves. This may be shortened if the games are running behind schedule.
5. Game/level format:
 - Halves for 4th-6th grade will be 16 minute run time. The clock will stop on a dead ball the last 2 minutes of the second half, and at all times for called timeouts and official timeouts. The clock will continue to run if the leading team is ahead by 15 or more points.
 - Halves for 7th-8th grade will be 14 minute stop time.
 - 4th grade there is no press at any time.
 - 5th and 6th grade games full court man to man press is allowed the last two minutes of both halves.
 - 7th and 8th grade games, full court press is allowed the entire game.
 - In all grades teams ahead by 15 or more points cannot continue to press.
 - Man to man defense only in 4th – 6th grade games. Help defense is allowed. Double teaming and trapping is not allowed. The team will be given a warning if in the referee's judgement the team is violating this rule. If the team continues to violate the rule the opposing team will be awarded 2pts and the ball.
 - 7th and 8th grade can play any defense.
 - 4th and 5th grade players are allowed to cross the free throw line if the momentum of their shot carries them across.
6. Referee will call in all substitutes. Please have your players wait in the area directed to by the referees.
7. The alternating possession rule will be used in all jump ball situations except at the start of the game.
8. One and one will be shot on the 7th team foul in a half and two shots after the 10th team foul of the half.
9. A player committing five personal fouls in a game is disqualified. If a team has only five players left in game, no additional players shall foul out of the game due to a fifth foul (each additional foul by that player will result in 2 pts for the opposing team and possession of the ball). No previously disqualified player may re-enter the game.
10. A team cannot start a game with less than five players. If enough players are not on the floor within five minutes after the scheduled starting time, an automatic forfeit will occur.
11. All players may play on one team only unless agreed to by the tournament coordinator. A younger player is allowed to move up grade levels, but an older player may not play on a younger team.
12. Technical fouls merit 2 points to opposing team plus possession of the ball. A second technical foul by a player or coach will result in disqualification and removal from the gym.
13. Each team is responsible for supplying their own "Game Ball" and their own practice balls.
14. Games will start on schedule when possible. First round games will have a 7 minute minimum warmup. Subsequent rounds will have a 3 minute minimum warmup.
15. In the case of any unresolved interpretation of the rules, the site director shall make the final decision.
16. All Coaches & scorebook keepers must check in upon entry. A maximum of two Coaches per team will receive free admission and must sign in at the admissions table.
17. There will be concessions available. **NO COOLERS WILL BE ALLOWED, PLEASE.**