

## PLAYING RULES – MYAS MLK Invite

National Federation of State High School Associations rules will apply 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. 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 with no carryover of unused timeouts. There will be a 60-second intermission between overtime periods.

### 2. EQUIPMENT

- a. **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.
- b. Teams are responsible for providing their own first-aid supplies.
- c. 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.).

Grades	Half-Court Defense	Full-Court Defense	Free Throws	Ball Size Boys	Ball Size Girls
3-4	Person-to-Person Only	Not Allowed	12 Feet	27.5	27.5
5	Person-to-Person Only	Person-to-Person Only	15 Feet	28.5	28.5
6	No Restrictions	No Restrictions	15 Feet	28.5	28.5
7-12	No Restrictions	No Restrictions	15 Feet	29.5	28.5

### 3. PLAYING RULES

- a. **Free Throws:** Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half.
- b. **Technical Fouls:** Two points and the ball will be awarded to the opposing team (do **not** shoot free throws on technical fouls).
- c. **Defense/Pressing:**  
**NO** teams may use a full-court press if they are ahead of their opponent by 20+ points. After the first warning, the penalty for each violation of this rule will be a technical foul.
- d. If a team is ahead by 20+ 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.