

2020 MYAS GOPHER STATE SUMMER BASKETBALL GAME RULES

Revised 7/29/20

MANDATORY: All coaches, players, designated parents/spectators and officials MUST adhere to the Safe Play: Back to the Hardwood COVID-19 Return to Competition Safety Guidelines and any additional guidelines outlined by the hosting facility in terms of capacity and other social distancing measures. Respect the Game, Respect the Guidelines!

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:

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. Grade divisions are based on the 2020-21 school year.

Timing Factors:

All games will be (2) 20-minute running time halves.

Last 2 minutes of the second half is played with stop time.

Overtime: The overtime period (if necessary) will be "sudden victory". First team to score wins. To start the period, there will be a jump ball at center court. Each team will be awarded one time out to use in each overtime period (no carryover of unused time outs from regulation).

WARM-UPS AND HALFTIME: 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 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: There will not be an official scoresheet at the score table. Coaches from each team are encouraged to monitor the scoreboard to make sure the score is correct. The winning team is required to record the final score on the bracket at the score table.

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.

Fouls: Individual and Team Fouls will not be recorded on an official scoresheet, but both teams are encouraged to track fouls and remove a player if needed. The officials may also remove a player from the game, based on the number of fouls the individual has committed, if safety is a concern.

Free Throws: (3rd & 4th Grade Teams will shoot free throws from 12 feet.)

Free throws will not be shot until the last two-minutes of the second half. See Below.

PRIOR TO LAST TWO-MINUTES OF THE SECOND HALF:

- Non-shooting fouls: Offended team will get 1-point and the ball out-of-bounds at the spot nearest, where the foul was committed.
- Shooting fouls: Offended team will gain 2 points (3 points or 4 points if basket is made and, in the act of shooting) and the other team will receive the ball out-of-bounds underneath the basket.

DURING THE LAST TWO-MINUTES OF THE SECOND HALF:

- Non-shooting fouls: All non-shooting fouls will be a 1-and-1 situation. Once the shooter misses the first attempt, second attempt or makes both attempts, the opposing team will take the ball out underneath the basket. **On all free throw attempts, only the free-throw shooter will be allowed to be positioned around the key. All other players must be beyond half-court.**
- Shooting fouls: Offended team will gain 2 points (3 points or 4 points if basket is made and, in the act, of shooting) and the other team will receive the ball out-of-bounds underneath the basket.

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.

Throw-Ins: To minimize contact between the official and the players, the throw-in will not be administered by the official. Instead, the official will determine the throw-in spot and once the designated thrower (player) of the team granted the throw-in, gains possession of the ball, the five-second count will begin.

The initial jump ball at the beginning of the game will be the only time that it would be necessary for the official to handle the ball.

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.

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:

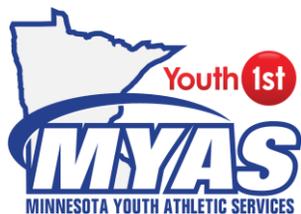
Any player, whose eligibility to participate is put in question, **CAN NOT** continue to participate until the proper documentation has been provided. It is recommended that all coaches carry all player documentation with them to each game.

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.



Conduct 1st

Environment

REMEMBER...

it's about the kids.

I WILL...

keep my competitive energy in check.

I WILL ALWAYS...

treat officials and opponents w/ respect.

