Mid America Youth Basketball Winter Tournament Regulations & Guidelines

- 1. All teams are guaranteed a minimum of 3 scheduled games. When possible, teams will be ability-grouped after pool play and brackets will be played out.
- 2. Regulation High School Activities Association rules will be followed with the following exceptions:
 - a. 20 minute running clock except for the last 2 minutes of each half, unless one team is ahead by 15 points or more. In addition, the clock will stop on all technical fouls. Clock does not restart until it would in a normal dead ball situation.
 - b. Teams are not allowed to press over half court with a 20 point or more lead. The first violation will be a warning, if it continues a technical foul may be assessed to the bench if the officials deem it intentional.
 - c. 4th –6th boys will use girl's size ball. 7th grade boys will use the ball size of the state they are playing in. 8th grade boys will use the ball size required by the High School Activities Association of the State that the tournament is in.
 - d. 5-minute half time and 5 minute pre-game warm-up.
 - e. Game time is forfeit time.
 - f. Jerseys need only have a number on the back with no number restrictions.
 - g. 4 time-outs per game, no 20-second time-outs. One additional timeout per overtime.
 - h. 3rd Grade Boys and 3rd/4th Grade Girls teams will play on 9 foot goals.
- 3. No locker rooms, balls & etc...will be provided by the schools.
- 4. Individual awards for 1st and 2nd place in each age group.
- 5. Players may play on only 1 team within a tournament division. Players eligibility will be checked by a current grade card, if requested. Players may play "up" in an older age group. This could mean a player plays in the 5th grade tournament and in the 6th grade tournament. But they cannot play on 2 teams in the same 6th grade tournament.
- 6. All games will be officiated by high school certified officials.
- 7. Inappropriate behavior will not be tolerated!!! A referee may remove players from the game or tournament for inappropriate behavior. We are here for the kids. Do not allow or condone poor sportsmanship. This includes coaches and parents!!!
- 8. Referee may stop clock within reason. Intentionally wasting time to shorten the game can be punished by a technical foul. This does not mean a team cannot use a delay offense at anytime they choose.
- 9. Each tournament site will have a supervisor. Please direct all questions, comments, or concerns to this individual.
- 10. No food or drinks are allowed in tournament facilities, unless noted otherwise.
- 11. Tiebreaker procedure is as follows. 1st criteria is head to head competition. If a 3 way tie exists and there is no head to head winner, a coin flip will be used to determine seeding. If the tournament is a "Round Robin" tournament, a point differential system will go in effect at the director's discretion. Margin of victory up to a 15-point max per game will be used to determine final placing if there are no brackets.
- 12. Overtimes will be 2 minutes in length with regular clock operation. The clock stops on all dead balls. 1 additional time-out for each overtime.
- 13. All roster changes should be made to the National Office in writing at least 48 hours before the start of the tournament. The roster you list in your scorebook for the first game of each tournament is your roster for the weekend. Make sure to include on this list any player who for any reason is not playing the first game, but intends to play following games.
- 14. Each team needs to provide a clock operator or score keeper for each game.
- 15. If you need hotel lists and playing sites, call 800-430-1159.
- 16. Our first and primary goal remains to give all players maximum court time to improve their game in a competitive setting.

If you have any further questions, comments, or concerns please contact us at the following:

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