

YMCA 39th Annual MIT Official Tournament Rules



National Federation High School rules will apply to all games with these few exceptions:

1. Games will consist of two 20 minute halves, with the clock running continuously except for the last minute of the each half (in which regular High School rules will apply). The clock will **only** stop during team/official time-outs or injuries. The half time break will be three minutes **Two full timeouts per team per half, timeouts do not carry over from 1st half to 2nd half or to overtime; one full time timeout per team in overtime.** Shoot bonus foul on 7th team foul. (Two free throws on 10th.)

2. Overtime will be one three minute period, with the clock running continuously except for the last 30 seconds, and shooting fouls. If a game goes into a second overtime in any game other than a Championship game (round robin/pool games excluded) **SUDDEN DEATH.** (Any 2 points or greater). **One full time timeout per team in overtime.**

3. Teams may full court press to a 20 point lead. Then defense must move back to ½ court, must allow team to cross ½ court. A full court press is defined as: Any defensive player not moving directly to the offensive front court after ball has been secured by the "new" offensive team.

*Violation of this rule will result in the offended team being awarded the ball at mid-court.

4. **2nd & 3rd Grade Games:** No full court press allowed. Exception: Last minute of the game if score is within 10 pts then full court press is allowed.

5. Intermediate size basketball will be used in all 4th through 10th Grade Girls and 4th through 7th Grade Boys divisions. Men's Regulation size basketball will be used for 8th and 9th /10th boys. Coaches must provide warm-up balls and one game ball. Officials will decide which team's ball will be used. Please do not bounce balls in hallways. Players are not allowed to bring warm-up balls. Teams are responsible for securing game ball at completion of game.

6. 2nd & 3rd Grade Divisions will use a junior size ball (27.5) and shoot Free Throws from 12 foot line. Basket height is 9 foot.

7. **4th Grade Divisions will use the intermediate size ball (28.5) and shoot Free Throws from 12 foot line, 10 foot basket height.**

8. All teams must have numbers on the back of the jersey at least. Home team (top of bracket) must be able to switch jersey if conflict. Shirts must be tucked in. If undershirt is worn, it must be same color as jersey. There will NOT be technical fouls administered for duplicate numbers, but avoidance of this is recommended.

9. Players cannot play on two teams in the same grade level. A player may play on 2 teams in different grade levels if they are listed on both rosters. A player cannot play down a grade level.

10. **COACHES:** Head Coach (only) may stand during game. There is a limit of 2 coaches per bench, a 3rd coach must have permission from officials to remain on bench. Coach must stay in confine of bench area and at least 10 feet from score table, please do not block view of scorer. A six foot area in front of bench must be maintained (area will not be marked on floor). A technical foul (direct or indirect) assessed to the coach will result in loss of box, no more standing allowed, a warning may or may not be given.

11. A player/coach ejected from a game for an unsportsmanlike act will be suspended from the next game, and may be removed from tournament and future MIT tournaments, YMCA leagues. Criticism of the officials, inappropriate hand gestures, taunting is not allowed. Do not approach an official after a game.

*Normal federation rules apply in regard to ejection from technical fouls.

12. The alternating possession rule will be used in all cases where a ball would normally be jumped except for the initial jump at the beginning of each game and any overtime. Arrows point toward team baskets.

13. Game time is forfeit time. Please arrive at least 15 min. early for your game and be prepared to take the court when previous game is completed. Must have 5 players to start the game, there is no minimum number of players required on the bench. Please stay off the playing court until it is your game time. Do not disrupt game in progress.