

# Mid America Youth Basketball

## National Tournament Regulations and Guidelines - Boys

1. All teams are guaranteed a minimum of 4 scheduled games for the National Tournament. Some teams will play 7 or 8.
2. Regulation High School Activities Association rules will be followed with the following exceptions:
  - For 1<sup>st</sup> – 4<sup>th</sup> Grade Divisions - **20 minute running clock** except for last 2 minutes of each half, unless one team is ahead by 15 points. If lead falls below 15 points, clock will again stop. In addition, clock will stop on all technical fouls, injuries or timeouts (including officials TO). Clock does not restart until it would in a normal dead ball situation.
  - For 5<sup>th</sup> – 6<sup>th</sup> Grade Divisions – **14 minute stopped clock for each half**, unless one team is ahead by 15 points. If the lead falls below 15 points, clock will again stop
  - For 7<sup>th</sup> – 12<sup>th</sup> Grade Divisions – **16 minute stopped clock for each half**, unless one team is ahead by 15 points. If the lead falls below 15 points, clock will again stop.
  - **Mercy Rule in 7<sup>th</sup> – 12<sup>th</sup> Grade Divisions** – If one team is ahead by 20 points with 2 minutes or less left in the game, the game will be called.
  - 1<sup>st</sup>/2<sup>nd</sup> Grade division will play on 10ft goals and use the girls' size ball (28.5). Free throw line is at 12 feet.
  - 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> boys will use girls' size ball. (28.5)
  - 7<sup>th</sup> – 12<sup>th</sup> grade boys will use the men's size ball. (29.5)
  - 3-minute halftime and 5 minute pre-game warm-up.
  - Game time is forfeit time. (Site director will make the final decision on a forfeit)
  - We recommend jerseys with numbers on front and back. No number restrictions exist.
  - 4 timeouts per game, no 30-second timeouts.
3. No locker rooms, balls, training supplies, Ice, trainer etc...will be provided by schools or facilities.
4. Home team is designated by the first team listed in pool play and the top team in bracket play.

MAYB reserves the right to combine age groups without notification.

5. Players may play on only one team within a tournament grade division. Player's eligibility will be checked by a current grade card, if requested before the game is played. Players may play "up" in an older age group. This could mean a player plays in the 8<sup>th</sup> grade tournament and the 9<sup>th</sup>-10<sup>th</sup> grade division. But they can't play on 2 teams in the same 8<sup>th</sup> grade tournament.
6. Each team is required to provide a scorekeeper or clock operator for each game. We have had great success with this. It is harder to yell at your own person, but please do not put kids in this situation. **MUST BE 18 OR OLDER!**
7. All games will be officiated by High School Certified Officials.
8. 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 and do not allow or condone poor sportsmanship. This includes coaches and parents!
9. Referee may stop clock with reason. Intentionally wasting time to shorten the game can be punished with a technical foul. This does not mean a team can't use a delay offense at any time they choose. They simply can't tell players to not line up for free throws or sub 1 player at a time to run the clock.
10. Each tournament site will have a director. Please direct questions to this individual during the weekend.
11. If you need lodging please visit [www.mayb.com](http://www.mayb.com) and find the Lodging link or call 888-723-2064
12. Schedules and brackets will be emailed and on our website at least 3-5 days in advance of the tournament.
13. No food or drinks allowed in tournament facilities unless otherwise noted. **No Speakers, boom boxes or music for team warmups are allowed in the facility. Spectators are not allowed to stand on the baseline of the playing floor.**
14. Tiebreaker procedure is as follows: 1<sup>st</sup> criteria is head to head competition. If a 3-way tie exists we will use a point differential of +/- 15pts for all teams in that pool. The team with the highest point differential will get the highest seed. Point differential will be used for the remaining seeds as well. If a 2-way tie still exists after the point differential we will look at head to head competition. If there is still a 3-way tie after the point differential we will use a coin flip and the odd man out is the high seed and then head to head.
15. Each Overtime will be 2 minutes in length with regular clock operation. The clock stops on all dead balls.
16. The National tournament will provide two coaches passes per team.
17. In case of foul weather we will attempt to reschedule games if at all possible. This may mean games are shortened or we play late. Refunds and scheduling at later dates are not possible.
18. All roster changes made after the entry deadline should be verified during the check-in process. All rosters must stay the same throughout the weekend. Grade cards will still be used to determine eligibility. You should have these with you at all times in case of protest. Final eligibility rulings will be made by the area director if weekend conflicts occur. There is no way for the National Office to make these decisions. If you know players will be gone, plan ahead, check them in and put them in the score book for all of your games! We want everyone to be able to play, but we do not want teams bringing in players on Sunday because they feel it is the only way to win the tournament.
19. Our first and primary goal remains to give all players maximum court time to improve their game in a competitive setting.