



TM

2011-2012 Season
Grade Division Rules & Registration Requirements
Game Rules

Revised 8/24/11

I. Grade Division Rules & Registration Requirements

Competition shall be in the following Grade Divisions.

Boys & Girls Grade Divisions

Grade Division	
2nd	An athlete must be in the 2 nd Grade as of October 1, 2011 and cannot turn 10 prior to September 1, 2012
3rd	An athlete must be in the 3 rd Grade as of October 1, 2011 and cannot turn 11 prior to September 1, 2012
4th	An athlete must be in the 4 th Grade as of October 1, 2011 and cannot turn 12 prior to September 1, 2012
5th	An athlete must be in the 5 th Grade as of October 1, 2011 and cannot turn 13 prior to September 1, 2012
6th	An athlete must be in the 6 th Grade as of October 1, 2011 and cannot turn 14 prior to September 1, 2012
7th	An athlete must be in the 7 th Grade as of October 1, 2011 and cannot turn 15 prior to September 1, 2012
8th	An athlete must be in the 8 th Grade as of October 1, 2011 and cannot turn 16 prior to September 1, 2012
9th	An athlete must be in the 9 th Grade as of October 1, 2011 and cannot turn 17 prior to September 1, 2012
10th	An athlete must be in the 10 th Grade as of October 1, 2011 and cannot turn 18 prior to September 1, 2012
11th	An athlete must be in the 11 th Grade as of October 1, 2011 and cannot turn 19 prior to September 1, 2012

Grade Exception

Players may “Play Down” a grade level if they meet the below age requirement. Teams with players that fall into this classification must contact Midwest Youth Tournaments and supply the proper documentation (i.e. Birth Certificate) in order for the player to “Play Down”.

Grade Division	
2nd	Player cannot turn 9 prior to September 1, 2012
3rd	Player cannot turn 10 prior to September 1, 2012
4th	Player cannot turn 11 prior to September 1, 2012
5th	Player cannot turn 12 prior to September 1, 2012
6th	Player cannot turn 13 prior to September 1, 2012
7th	Player cannot turn 14 prior to September 1, 2012
8th	Player cannot turn 15 prior to September 1, 2012
9th	Player cannot turn 16 prior to September 1, 2012
10th	Player cannot turn 17 prior to September 1, 2012
11th	Players above 11 th Grade may NOT play down regardless of age

1. Tournaments designated as “**School Team**”, must consist of players attending the same school or players that all feed into the same high school. Questions regarding a player’s eligibility on a “Feeder Team” should be directed to the tournament director who will make final decision in regards to a player’s eligibility. Players must be in the grade (or lower) for the division that they are participating in.
2. Teams must submit roster with all required information before beginning tournament play complete with parent signature.
3. Players may only play on one (1) team in any age group. Players may play on multiple teams if each team competes in a separate age group and the player meets the age requirement of each age group.
4. Coaches should have **Birth Certificates and current Report Cards** available should a protest occur concerning a player’s eligibility.
5. Teams electing to protest the eligibility of a player must do so prior to the start of a game accompanied by a \$75 cash deposit. No protest will be accepted once a game begins. Protest deposits will be returned only if the player is found ineligible.
6. If a player is found to be ineligible, or if proper documentation cannot be produced, that player will be disqualified from further participation in the tournament. The player’s team may continue in tournament play without the player.

II. Game Rules

1. Ball Size, Goal Height, Free-Throw Line, Length of Games

Grade Division	Gender	Ball Size	Goal Ht.	Free-Throw Line Distance	Length of Game Sept. – March Clock Stops on all Dead Balls	Length of Game Apr. – Aug. Clock Stops on all Dead Balls
2 nd	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
3 rd	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
4 th	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
5 th	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
6 th	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
7 th	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
8 th	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
9 th	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
10 th	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
11 th	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
2 nd	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
3 rd	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
4 th	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
5 th	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
6 th	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
7 th	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
8 th	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
9 th	Girls	28.5	10 ft.	15 ft.	N/A	16 Min. Halves
10 th	Girls	28.5	10 ft.	15 ft.	N/A	16 Min. Halves
11 th	Girls	28.5	10 ft.	15 ft.	N/A	16 Min. Halves

Note: Free Throws - Six (6) players will be allowed on the lane above the block, 4 defensive and 2 offensive in addition to the shooter. An offensive player cannot take the place of a defensive player choosing not to occupy a defensive space. **Movement into the lane is allowed when the ball hits the rim.**

2. **Halftime** – 3 Minutes. May be shortened to 3 Min. by Tournament Director if necessary.

3. **Game time is game time** – Games may start early if both teams agree. Each team will be allowed a minimum of 5 minutes to warm-up if game before runs over.
4. **Forfeits-** Teams will be given a grace period of ten (10) minutes after the start of the game to arrive. If a team does not have at least four players present at the end of the grace period, they will forfeit the game and the opposing team will be awarded a 20-point win.
5. **Time Outs** – Each team will be allowed two full 60-second timeouts per half. **No Carryover.**
6. **Head Coach and Players** may call timeout.
7. **Second Half Running Clock** - The clock will run the second half if the deficit is more than 25 points with the exception of timeouts. Once the lead is below 25, clock will stop again on all dead balls.
8. **Overtime** – All overtime periods will be three (3) minutes. Each team will receive one (1) additional full timeout for the overtime period. Unused timeouts from the second half **may** be carried over to the overtime period. Unused timeouts granted for overtime periods **may not** be carried over to additional overtime periods.
9. **Pool Play – Seeding into Tournament – Pools where ALL teams are played in your Pool**

Seeding for tournament play will be determined as follows:

1. Most wins in Pool Play
2. In the case of a two-way tie, the first tie-breaker is head-to-head competition.
3. In the case of a three-way tie, seeding will be determined using the highest accumulated winning margin during pool play. The most points credited for a win is +20, and for a loss –20.
4. If there is still a tie using the established point system, seeding will be determined by Points Allowed, the total number of points scored by the opposing teams during Pool Play. The team allowing the least points will receive the higher seed.
5. If the tie is still not resolved, seeding will be determined by the total number of Points Scored by the team over the course of Pool Play. The team scoring the most points during Pool Play will receive the higher seed.
6. If there is still a tie, a coin-toss will be used to determine tournament seeds.

10. Pool Play – Seeding into Tournament – Pools where all teams are NOT played in Pool

Seeding for tournament will be determined as follows:

1. Most wins in Pool Play
2. In the case of a two-way tie, the first tie-breaker is head-to-head competition.
3. If a two-way tie occurs and teams have not played each other, seeding will be determined using the highest accumulated winning margin during pool play. The most points credited for a win is +20, and for a loss –20.
4. In the case of a three-way tie or more, seeding will be determined using the highest accumulated winning margin during pool play. The most points credited for a win is +20, and for a loss –20.
5. If there is still a tie using the established point system, seeding will be determined by Points Allowed, the total number of points scored by the opposing teams during Pool Play. The team allowing the least points will receive the higher seed.
6. If the tie is still not resolved, seeding will be determined by the total number of Points Scored by the team over the course of Pool Play. The team scoring the most points during Pool Play will receive the higher seed.
7. If there is still a tie, a coin-toss will be used to determine tournament seeds.

11. Coach / Fan Behavior

1. Any coach or player receiving two technical fouls in a game **MUST** leave the gym and facility. He/she cannot be present at the next game. A second game ejection will result in the player or coach being banned for the remainder of the tournament.
2. Any fan asked to leave a game, is banned for the remainder of the tournament.
3. Coaches are responsible for team and parent behavior.

12. National Qualifier

1. Teams placing in the top four (4) in their respective age division of any Midwest Youth Tournament event will qualify for the Midwest Youth National Tournament.
2. Teams playing in tournaments designated as **“Super Regional”**, will qualify for a reduced entry fee to the Midwest Youth National Tournament by finishing first in their respective age division.