

# Mid America Youth Basketball

## Summer Tournament Regulations and Guidelines

1. All teams are guaranteed a minimum of 5 scheduled games each weekend. Some teams will play 7 or 8. 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:
  - 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. **Mercy Rule in HS 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> – 7<sup>th</sup> grade boys and all girls' divisions will use the 28.5 sized ball. 8<sup>th</sup> – 12<sup>th</sup> Grade boys divisions will use the men's – 29.5 size ball.
  - 3-5-minute halftime and 3-5 minute pre-game warm-up.
  - Game time is forfeit time.
  - We recommend jerseys with numbers on front and back. No number restrictions exist.
  - 4 timeouts per game, no 30-second timeouts. One additional timeout per overtime, timeouts carry over from regulation.
3. No locker rooms, balls, Ice or medical supplies will be provided by schools and/or facilities.
4. Individual awards for 1<sup>st</sup> and 2<sup>nd</sup> in each age group.  
Team awards for 1<sup>st</sup> These are minimums!
5. Brackets for the following age groups:
  - 3<sup>rd</sup>-4<sup>th</sup> boys and girls**
  - 5<sup>th</sup> boys and girls**
  - 6<sup>th</sup> boys and girls**
  - 7<sup>th</sup> boys and girls**
  - 8<sup>th</sup> boys and girls**
  - 9<sup>th</sup>-10<sup>th</sup> boys and girls**
  - 11<sup>th</sup>-12<sup>th</sup> boys and girls**

We must have at least 4 teams to provide a tournament for an age group and would prefer at least 6.

If we do not have these, age groups may be cancelled. MAYB reserves the right to combine age groups without notification.

6. Players may play on only one team within a tournament age group. Player's 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 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.
7. Each team is required to provide a scorekeeper or clock operator for each game. We have had great success with this. **Must be 16 or older.** It is harder to yell at your own person.
8. All games will be officiated by High School Certified Officials.
9. 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!
10. 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.
11. Each tournament site will have a director. Please direct questions to this individual during the weekend.
12. If you need lodging call 888-723-2064
13. Schedules and brackets will be emailed and on our website at least 3-5 days in advance of the tournament.
14. 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**
15. Tiebreaker procedure is as follows. 1<sup>st</sup> criteria is head to head competition. If a 3 way tie exists and there is no head to head winner, a point differential system that has a maximum of 15 points from each game will be used (+/- 15 points) including all pool games.
16. Overtimes will be 2 minutes in length with regular clock operation. The clock stops on all dead balls.
17. Each tournament will provide two coaches passes per team.
18. 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.
19. All roster changes made after the entry deadline should be given to the tournament director before playing a game at a specific tournament. 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! 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.
20. Our first and primary goal remains to give all players maximum court time to improve their game in a competitive setting.