



**2019-2020 Season**  
**Grade Division Rules & Registration Requirements**  
**Game Rules**

**Updated 8/10/19**

**I. Grade Division Rules & Registration Requirements – School & Open Team Tournaments**

Competition shall be in the following Grade Divisions.

**Boys & Girls Grade Divisions**

<b>Grade Division</b>	
<b>2<sup>nd</sup></b>	An athlete must be in the 2 <sup>nd</sup> Grade as of October 1, 2019 and cannot turn 10 prior to September 1, 2020
<b>3<sup>rd</sup></b>	An athlete must be in the 3 <sup>rd</sup> Grade as of October 1, 2019 and cannot turn 11 prior to September 1, 2020
<b>4<sup>th</sup></b>	An athlete must be in the 4 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 12 prior to September 1, 2020
<b>5<sup>th</sup></b>	An athlete must be in the 5 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 13 prior to September 1, 2020
<b>6<sup>th</sup></b>	An athlete must be in the 6 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 14 prior to September 1, 2020
<b>7<sup>th</sup></b>	An athlete must be in the 7 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 15 prior to September 1, 2020
<b>8<sup>th</sup></b>	An athlete must be in the 8 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 16 prior to September 1, 2020
<b>9<sup>th</sup></b>	An athlete must be in the 9 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 17 prior to September 1, 2020
<b>10<sup>th</sup></b>	An athlete must be in the 10 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 18 prior to September 1, 2020
<b>11<sup>th</sup></b>	An athlete must be in the 11 <sup>th</sup> Grade as of October 1, 2019 and cannot turn 19 prior to September 1, 2020

**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”.

<b>Grade as of Oct. 1, 2019</b>	<b>Requested Grade to “Play Down”</b>	
<b>3<sup>rd</sup></b>	<b>2<sup>nd</sup></b>	Player cannot turn 9 prior to September 1, 2020
<b>4<sup>th</sup></b>	<b>3<sup>rd</sup></b>	Player cannot turn 10 prior to September 1, 2020
<b>5<sup>th</sup></b>	<b>4<sup>th</sup></b>	Player cannot turn 11 prior to September 1, 2020
<b>6<sup>th</sup></b>	<b>5<sup>th</sup></b>	Player cannot turn 12 prior to September 1, 2020
<b>7<sup>th</sup></b>	<b>6<sup>th</sup></b>	Player cannot turn 13 prior to September 1, 2020
<b>8<sup>th</sup></b>	<b>7<sup>th</sup></b>	Player cannot turn 14 prior to September 1, 2020
<b>9<sup>th</sup></b>	<b>8<sup>th</sup></b>	Player cannot turn 15 prior to September 1, 2020
<b>10<sup>th</sup></b>	<b>9<sup>th</sup></b>	Player cannot turn 16 prior to September 1, 2020
<b>11<sup>th</sup></b>	<b>10<sup>th</sup></b>	Player cannot turn 17 prior to September 1, 2020
<b>N/A</b>	<b>11<sup>th</sup></b>	Players above 11 <sup>th</sup> 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. Should for any reason a team participates without a roster signed by Parents/Guardians, the coach of that team agrees to accept total responsibility for injuries that may occur.
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 accompanied by a \$75 cash deposit. **Team protesting must also produce documentation for players on their team before the eligibility protest process is started..** 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 and the player’s team will forfeit all games in which the player was listed on the official score sheet. The player’s team may continue in tournament play, if applicable, without the player. If a player is found to be ineligible once Tournament Bracket play begins, or if proper documentation cannot be produced, that player and the team will be disqualified and cannot advance in Bracket play.
7. Players may only play on teams of their gender. i.e. Girls cannot participate on Boy’s Teams.

## 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 <sup>nd</sup>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>2<sup>nd</sup> Grade may opt to use 12ft free-throw line and 9ft goal where available</b>						
3 <sup>rd</sup>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
4 <sup>th</sup>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
5 <sup>th</sup>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
6 <sup>th</sup>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
7 <sup>th</sup>	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
8 <sup>th</sup>	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
9 <sup>th</sup>	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
10 <sup>th</sup>	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
11 <sup>th</sup>	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
2 <sup>nd</sup>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>2<sup>nd</sup> Grade may opt to use 12ft free-throw line and 9ft goal where available</b>						
3 <sup>rd</sup>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
4 <sup>th</sup>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
5 <sup>th</sup>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
6 <sup>th</sup>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
7 <sup>th</sup>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
8 <sup>th</sup>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves

9 <sup>th</sup>	Girls	28.5	10 ft.	15 ft.	N/A	16 Min. Halves
10 <sup>th</sup>	Girls	28.5	10 ft.	15 ft.	N/A	16 Min. Halves
11 <sup>th</sup>	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 upon release of ball by free-throw shooter.**

2. **Halftime** – 3 Minutes. May be shortened 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 – 2<sup>nd</sup> through 4<sup>th</sup> Grade:** The clock will run the second half if the deficit is more than 20 points with the exception of timeouts. Once the lead is 20 or below, the clock will stop again on all dead balls. **5<sup>th</sup> through 11<sup>th</sup> Grade:** The clock will run the second half if the deficit is more than 25 points with the exception of timeouts. Once the lead is 25 or below, the 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 can be present at the next game unless a MYT staff member disqualifies he/she from the remainder of the tourney. 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 can be present at the next game unless a MYT staff member disqualifies he/she from the remainder of the tourney.
3. Coaches are responsible for team and parent behavior.