



**2020-2021 Season**  
**Grade Division Rules & Registration Requirements**  
**Game Rules**

**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 September 1, 2020 and cannot turn 10 prior to September 1, 2021
<b>3<sup>rd</sup></b>	An athlete must be in the 3 <sup>rd</sup> Grade as of September 1, 2020 and cannot turn 11 prior to September 1, 2021
<b>4<sup>th</sup></b>	An athlete must be in the 4 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 12 prior to September 1, 2021
<b>5<sup>th</sup></b>	An athlete must be in the 5 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 13 prior to September 1, 2021
<b>6<sup>th</sup></b>	An athlete must be in the 6 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 14 prior to September 1, 2021
<b>7<sup>th</sup></b>	An athlete must be in the 7 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 15 prior to September 1, 2021
<b>8<sup>th</sup></b>	An athlete must be in the 8 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 16 prior to September 1, 2021
<b>9<sup>th</sup></b>	An athlete must be in the 9 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 17 prior to September 1, 2021
<b>10<sup>th</sup></b>	An athlete must be in the 10 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 18 prior to September 1, 2021
<b>11<sup>th</sup></b>	An athlete must be in the 11 <sup>th</sup> Grade as of September 1, 2020 and cannot turn 19 prior to September 1, 2021

**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 Sept. 1, 2020</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, 2021
<b>4<sup>th</sup></b>	<b>3<sup>rd</sup></b>	Player cannot turn 10 prior to September 1, 2021
<b>5<sup>th</sup></b>	<b>4<sup>th</sup></b>	Player cannot turn 11 prior to September 1, 2021
<b>6<sup>th</sup></b>	<b>5<sup>th</sup></b>	Player cannot turn 12 prior to September 1, 2021
<b>7<sup>th</sup></b>	<b>6<sup>th</sup></b>	Player cannot turn 13 prior to September 1, 2021
<b>8<sup>th</sup></b>	<b>7<sup>th</sup></b>	Player cannot turn 14 prior to September 1, 2021
<b>9<sup>th</sup></b>	<b>8<sup>th</sup></b>	Player cannot turn 15 prior to September 1, 2021
<b>10<sup>th</sup></b>	<b>9<sup>th</sup></b>	Player cannot turn 16 prior to September 1, 2021
<b>11<sup>th</sup></b>	<b>10<sup>th</sup></b>	Player cannot turn 17 prior to September 1, 2021
<b>12<sup>th</sup></b>	<b>11<sup>th</sup></b>	Teams may have up to 3 “Unsigned Seniors” for selected tournaments. Check website for designated tournaments

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 grade division 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. **Team protesting must also produce documentation for players on their team.** 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 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.

## **II. Game Rules**

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

<b>Grade Division</b>	<b>Gender</b>	<b>Ball Size</b>	<b>Goal Ht.</b>	<b>Free-Throw Line Distance</b>	<b>Length of Game Sept. – March Clock Stops on all Dead Balls</b>	<b>Length of Game Apr. – Aug. Clock Stops on all Dead Balls</b>
<b>2<sup>nd</sup></b>	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>						
<b>3<sup>rd</sup></b>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>3<sup>rd</sup> Grade may cross foul line from momentum</b>						
<b>4<sup>th</sup></b>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>5<sup>th</sup></b>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>6<sup>th</sup></b>	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>7<sup>th</sup></b>	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
<b>8<sup>th</sup></b>	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
<b>9<sup>th</sup></b>	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
<b>10<sup>th</sup></b>	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
<b>11<sup>th</sup></b>	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
<b>2<sup>nd</sup></b>	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>						
<b>3<sup>rd</sup></b>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>4<sup>th</sup></b>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>5<sup>th</sup></b>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>6<sup>th</sup></b>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
<b>7<sup>th</sup></b>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
<b>8<sup>th</sup></b>	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
<b>9<sup>th</sup></b>	Girls	28.5	10 ft.	15 ft.	N/A	16 Min. Halves
<b>10<sup>th</sup></b>	Girls	28.5	10 ft.	15 ft.	N/A	16 Min. Halves
<b>11<sup>th</sup></b>	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 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– 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 below 20, 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 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, Parent, Fan Conduct

1. Any game determined to be unsafe due to Coaches, Players, Parents and/or Fans behavior will be terminated immediately by the attending Site Manager. The Site Manager with input from the Officials, will determine the team at fault or if both teams are at fault. That team(s) will be terminated from tournament play for a minimum of one (1) year.
2. Parents and other Fans are expected to be respectful to referees and cheer for their teams. Any Fan deemed to be unruly will result in expulsion from the facility for that game and the remainder of the tournament. Expulsion from the facility will result in that fan's team forfeiting the game where the expulsion occurred.
3. Respectful conversation with referees by coaches is permitted and encouraged. Disrespectful outburst by coaches will not be tolerated. 1<sup>st</sup> Infraction – Warning. 2<sup>nd</sup> Infraction – Technical Foul. 3<sup>rd</sup> Infraction – Technical and expulsion from the game and facility and cannot coach or be present for their team's next game. If the coach ejected does not leave the facility in a respectful manner, the referee may call a forfeit in favor of the other team. A coach ejected twice during tournament play will result in that coach's team being removed from the tournament.
4. Any Coach, Player, Parent or Fan verbally or physically threatening anyone else in the facility will be arrested and removed from the facility and may not be in the facility for the remainder of the tournament. That Coach, Player, Parent or Fan's team will forfeit the game in progress or the next game to be played.
5. Midwest Basketball Tournament Management reserves the right to not accept registrations from teams or organizations for events if that team or organization is deemed to be a threat to the safety of Players, Referees, Parents, Fans, Employees or Patrons at Midwest Basketball Tournaments.

#### 12. National Qualifier

1. Teams placing in the top four (4) in their respective grade division of any Midwest Basketball Tournaments event will qualify for the Midwest Basketball Tournaments Nationals.

**Girls National**  
**June 17-20, 2021**  
**2<sup>nd</sup> through 8<sup>th</sup> Grade**

**Louisville, KY**

**Boys National**  
**June 17-20, 2021**  
**2<sup>nd</sup> through 8<sup>th</sup> Grade**

**Louisville, KY**

**Boys & Girls High School Nationals**  
**July 10-11, 2021**  
**9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup> Grade**

**Louisville, KY**