



TM

**2010-2011 Season**  
**Age Division Rules & Registration Requirements**  
**Game Rules**

**Revised 8/27/10**

**I. Age Division Rules & Registration Requirements**

1. Age requirements for tournaments designated as 8U – 17U.

**Boys**

Eligibility to participate is based first on the age determining date. The grade of the athlete is **not** a consideration if the athlete meets the age determining date. An athlete who does not meet the age determining date may qualify under the **Grade Exception Rule**. There is **No Limit** on the number of grade exception athletes for any division.

**8U/2<sup>nd</sup> Grade** – born on or after September 1, 2002

Grade Exception: A player who is in the 2<sup>nd</sup> Grade and who was born on or after Sept. 1, 2001 can participate in the 8U/2<sup>nd</sup> Grade Division.

**9U/3<sup>rd</sup> Grade** – born on or after September 1, 2001

Grade Exception: A player who is in the 3<sup>rd</sup> Grade and who was born on or after Sept. 1, 2000 can participate in the 9U/3<sup>rd</sup> Grade Division.

**10U/4<sup>th</sup> Grade** – born on or after September 1, 2000

Grade Exception: A player who is in the 4<sup>th</sup> Grade and who was born on or after Sept. 1, 1999 can participate in the 10U/4<sup>th</sup> Grade Division.

**11U/5<sup>th</sup> Grade** – born on or after September 1, 1999

Grade Exception: A player who is in the 5<sup>th</sup> Grade and who was born on or after Sept. 1, 1998 can participate in the 11U/5<sup>th</sup> Grade Division.

**12U/6<sup>th</sup> Grade** – born on or after September 1, 1998

Grade Exception: A player who is in the 6<sup>th</sup> Grade and who was born on or after Sept. 1, 1997 can participate in the 12U/6<sup>th</sup> Grade Division.

**13U/7<sup>th</sup> Grade** – born on or after September 1, 1997

Grade Exception: A player who is in the 7<sup>th</sup> Grade and who was born on or after Sept. 1, 1996 can participate in the 13U/7<sup>th</sup> Grade Division.

**14U/8<sup>th</sup> Grade** – born on or after September 1, 1996

Grade Exception: A player who is in the 8<sup>th</sup> Grade and who was born on or after Sept. 1, 1995 can participate in the 14U/8<sup>th</sup> Grade Division.

**15U/9<sup>th</sup> Grade** – born on or after September 1, 1995

Grade Exception: A player who is in the 9<sup>th</sup> Grade and who was born on or after Sept. 1, 1994 can participate in the 15U/9<sup>th</sup> Grade Division.

**16U/10<sup>th</sup> Grade** – born on or after September 1, 1994

Grade Exception: A player who is in the 10<sup>th</sup> Grade and who was born on or after Sept. 1, 1993 can participate in the 16U/10<sup>th</sup> Grade Division.

**17U/11<sup>th</sup> Grade** – born on or after September 1, 1993

Grade Exception: A player who is in the 11<sup>th</sup> Grade and who was born on or after Sept. 1, 1992 can participate in the 17U/11<sup>th</sup> Grade Division.

## Girls

<b>Age Group</b>	<b>Birth Date</b>		<b>Grade Exception – No Limit</b>
8U/ 3 <sup>rd</sup> Grade	Born Jan. 1, 2002 or after	or in the	3 <sup>rd</sup> Grade born Jan. 1, 2001 or after
9U/ 4 <sup>th</sup> Grade	Born Jan. 1, 2001 or after	or in the	4 <sup>th</sup> Grade born Jan. 1, 2000 or after
10U/ 5 <sup>th</sup> Grade	Born Jan. 1, 2000 or after	or in the	5 <sup>th</sup> Grade born Jan. 1, 1999 or after
11U/ 6 <sup>th</sup> Grade	Born Jan. 1, 1999 or after	or in the	6 <sup>th</sup> Grade born Jan. 1, 1998 or after
12U/ 7 <sup>th</sup> Grade	Born Jan. 1, 1998 or after	or in the	7 <sup>th</sup> Grade born Jan. 1, 1997 or after
13U/ 8 <sup>th</sup> Grade	Born Jan. 1, 1997 or after	or in the	8 <sup>th</sup> Grade born Jan. 1, 1996 or after
14U/ 9 <sup>th</sup> Grade	Born Jan. 1, 1996 or after	or in the	9 <sup>th</sup> Grade born Jan. 1, 1995 or after
15U/ 10 <sup>th</sup> Grade	Born Jan. 1, 1995 or after	or in the	10 <sup>th</sup> Grade born Jan. 1, 1994 or after
16U/ 11 <sup>th</sup> Grade	Born Jan. 1, 1994 or after	or in the	11 <sup>th</sup> Grade born Jan. 1, 1993 or after

2. Grade based tournaments (i.e. 2<sup>nd</sup>- 8<sup>th</sup> Grade) are based solely upon the grade of participating players.
3. 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.
4. Teams must submit roster with all required information before beginning tournament play complete with parent signature.
5. 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.
6. Coaches should have **Birth Certificates and current Report Cards** available should a protest occur concerning a player’s eligibility.
7. 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.
8. 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

Age/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
8U / 2 <sup>nd</sup> Grade	Boys	28.5	9 ft.	12 ft.	6 Min. Quarters	12 Min. Halves
9U / 3 <sup>rd</sup> Grade	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
10U / 4 <sup>th</sup> Grade	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
11U / 5 <sup>th</sup> Grade	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
12U / 6 <sup>th</sup> Grade	Boys	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
13U / 7 <sup>th</sup> Grade	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
14U / 8 <sup>th</sup> Grade	Boys	Regulation	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
15U / 9 <sup>th</sup> Grade	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
16U / 10 <sup>th</sup> Grade	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
17U / 11 <sup>th</sup> Grade	Boys	Regulation	10 ft.	15 ft.	N/A	16 Min. Halves
8U/3 <sup>rd</sup> Grade	Girls	28.5	10 ft.	12 ft.	6 Min. Quarters	12 Min. Halves
9U/4 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
10U/5 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
11U/6 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	12 Min. Halves
12U/7 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
13U/8 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	6 Min. Quarters	14 Min. Halves
14U/9 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	N/A	14 Min. Halves
15U/10 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	N/A	14 Min. Halves
16U/11 <sup>th</sup> Grade	Girls	28.5	10 ft.	15 ft.	N/A	14 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.**

- Halftime** – 5 Minutes. May be shortened to 3 Min. by Tournament Director if necessary.
- 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.
- 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.
- Time Outs** – Each team will be allowed two full 60-second timeouts per half. **No Carryover.**
- Coaches and Players** may call timeout.
- 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.
- 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.

## 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.