



Elementary School League – 3rd Grade Boys Rules & Administrative Information

- I. Administrative Information
 - A. Participants must sign Roster/Waiver Form releasing MidAmerica Sports Center of all liability.
 - B. If inclement weather conditions prevail, check the MidAmerica Sports Center website at www.midamericasportscenter.com for possible cancellation. Team contacts will be notified should there be a cancellation.
 - C. 7 League Games plus Single Elimination Tournament
 - D. Team Entry Fee: \$275
 - E. Spectator Admission: Adults: \$5. Students 18 & Under Free. Players, Cheerleaders/Dance Team, 2- Coaches per team and 2- Cheer/Dance Sponsors per squad will be admitted at no charge.
 - F. League Schedules, Standings and Tournament Brackets are posted @ www.midamericasportscenter.com and on the MidAmerica Sports Center APP.
- II. Game Rules
 - A. Ball Size: 28.5
 - B. Goal Height: 10 ft.
 - C. 12 ft. Foul Line
 - D. Four (4) 6-Minute Quarters. Clock stops on all dead balls and timeouts.
 - E. Two timeouts per half. One 60 second and one 30 second. No carryover.
 - F. Overtime Period: Two (2) minutes. One (1) timeout will be granted. Timeouts from regulation may NOT be carried over to overtime.
 - G. 5 Minute Halftime
 - H. Teams must start the game with five (5) players.

- I. Teams may play Man-to-Man or Zone Defense.
 - J. No Double Team past the 3pt line.
 - K. Teams must retreat to Half Court when teams have possession on a rebound.
 - L. No Full Court Pressing until the last 2 Minutes of the 4th Quarter. Teams with a lead of 10 points or more may not press.
 - M. A player fouls out with five (5) fouls.
 - N. No jewelry of any kind allowed during games.
 - O. Second Half Running Clock: The clock will run in the second half if the deficit is more than 20 points with the exception of timeouts. Once the lead is below 20 points, the clock will stop on all dead balls.
- III. League Standings – Standings and Tournament Seeding will be determined as follows:
- A. Most wins in League Play
 - B. In the case of a two-way tie, the first tie-breaker is head-to-head competition.
 - C. 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.
 - D. 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 League Play. The team allowing the least points will receive the higher seed.
 - E. 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 League Play. The team scoring the most points during League Play will receive the higher seed.
 - F. If there is still a tie, a coin-toss will be used to determine tournament seeds.
- IV. Coach, Player, Fan Behavior
- A. 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 league.
 - B. Any fan asked to leave a game, is banned for the remainder of the league.
 - C. Coaches are responsible for team and parent behavior.

