



KC NIT 2010 Tournament RULES

We have raised the level of accountability in our tournaments and have adjusted the high school basketball rules when it comes to technical fouls & conduct.

Technical Fouls

If a coach or player receives two technical fouls in one game, they will be suspended for the following game and not be allowed to play or coach. If they receive a third technical foul after their one game suspension they will be ejected from the tournament and not allowed in the gym or permitted to participate in the remaining tournament games. In addition, any coach or player involved in a verbal or physical altercation on tournament premises will not be permitted to participate in the remainder of the tournament.

Fan Conduct

Coaches are responsible for informing their parents and fans that unsportsmanlike conduct will not be tolerated. That includes taunting, arguing, or fighting with referees, fans, players, or coaches. If a referee has a problem with a parent or fan, the applicable coach will be asked to talk with them as a warning. If problems persist, the referee will contact the site manager and that parent or fan will be asked to leave the premises without a refund.

Rules

The National High School Federation Rules and Regulations will apply to all Metro Sports Youth basketball games with the following exceptions.

1. All games will be played with two 20-minute halves with running clock, except for the last two minutes of the second half.
2. Halftime will be 5 minutes. A minimum 3-minute pre-game warm-up will be given if games are running behind schedule. No games will start before their scheduled time unless agreed to by both coaches.
3. Teams receive a total of four full time-outs per game.
4. The first overtime will be 2 minutes, with each team given one timeout. The clock will stop for the last minute of overtime. There will be no carry over of timeouts from regulation play to the two-minute overtime periods. Each team receives 1 timeout in each overtime. 1st OT: 2 minutes; 2nd OT 1min; 3rd OT sudden death.
5. No pressing allowed by any team leading by 20 or more points for grades 3 to 7. Grades 8-12 no pressing after a 25 point lead. Mercy rule (clock will not stop except for timeouts) will apply in the second half if a team is leading by 15 or more points.
6. Each team is responsible for providing a designated representative to assist in keeping the score book or running the game clock. This must be an adult who will conduct themselves in a professional manner and will not be allowed to coach from the scorer's table.
7. Each team is responsible for team warm-up and game balls and/or any other items brought to the game. MSY is not responsible for items lost.
8. If a team forfeits two (2) or more pool games, the team will be disqualified from the event and cannot participate in the tourney round of play.
9. No entry fee refund once tournament starts.

ROSTER RULES

1. Players participate at their present academic grade level. Players can play "up" in grade level, but not "down". For example, a player enrolled in 5th grade can play in the 6th grade division, but not the 4th grade division. Only one Division I player on a Division I team roster can play on a Division II team playing in Division II.
2. Teams are required to have proof of grade at check-in and should have that proof available on request. Proof of grade is a clean copy of any report card of the current academic year. Prior academic year grade cards are accepted for the October tournament.
3. No roster additions will be permitted after the team has begun play of its first tournament game.
4. Completed roster must be submitted to MSY before first tournament game.

TIE BREAKER CRITERIA

1. Head to Head
2. Point spread with a maximum of 15 points per game
3. Coin flip
4. In case of a team forfeit, other team receives 15 points for the game.
5. Rule Adjustment only for 5 team divisions or pools: In the event of a tie-breaker, the tie will be determined first by head to head, secondly by points allowed, not point spread.