



# Milton Youth Basketball

## Tournament Rules

Visit Milton Youth Basketball at  
[www.miltonyouthbasketball.org](http://www.miltonyouthbasketball.org)

**Sportsmanship:** We have a ZERO TOLERANCE POLICY for our tournaments. Spectators are not allowed on the court for any reason. Spectators are not allowed to climb on closed bleachers. Our expectations for good sportsmanship:

- **Respect for Opponents**
  - Treat all competitors with dignity and honor.
- **Respect for Officials**
  - Follow the instructions and decisions of referees and officials.
  - Accept their judgments gracefully without dispute.
- **Fair Play**
  - Adhere strictly to the rules and regulations of the game.
- **Positive Attitude**
  - Encourage teammates and support each other.
  - Maintain composure in both victory and defeat.
- **Self-Control**
  - Manage emotions effectively during the game.
  - Refrain from using offensive language or gestures.
- **Responsibility**
  - Take ownership of your actions on and off the court.
  - Accept consequences for mistakes without shifting blame.
- **Gratitude and Appreciation**
  - Thank opponents, officials, coaches, and supporters.
  - Show appreciation for the opportunity to participate and compete.
- **Inclusivity**
  - Promote an inclusive environment where everyone feels welcome.
  - Respect diversity among team members and competitors.
- **Encouragement of Others**
  - Provide constructive feedback to help others improve.
  - Celebrate the successes of others without envy.

Poor Sportsmanship and/or foul language by players, coaches, parents and fans will not be tolerated. This is up to the official's and event staff's discretion, anyone not following this guideline will be asked to leave the facility. Please advise your team and spectators of this policy as we want to set good examples for the participating players and families.

**WIAA rules/regulations will apply for all games except for the following:**

**Scorekeepers / Clock Operators:** Each team must supply one individual to keep the official score book OR to operate the game clock. The table working will receive free admission. There will be a sign in sheet at the admissions table for coaches and table workers to sign in for free admission.

**Game Length:** 16-minute halves for 3<sup>rd</sup> 4<sup>th</sup> 5<sup>th</sup> and 6<sup>th</sup> grades, 18 minutes for 7<sup>th</sup> and 8<sup>th</sup> grades. The clock will only stop during time-outs and all whistles in the last one minutes of first half and last 1:30 in second half, or by referee's discretion. If a team is leading by 15 or more points during the final 1:30 minutes of the game, the clock will run continuously except during free throws and timeouts. MYB reserves the right to shorten the games if we fall behind.

**Warm-ups / Halftime:** Teams will be allowed (3) minutes to warm up prior to the games scheduled start time. Half time will consist of one (3) three-minute period. Game officials and Tournament coordinators reserve the right to shorten the length of any of these two periods.

**Time-outs:** One Full (60 sec) and One (30 sec) time-outs per half. One Full (60 sec) time-out per overtime, no carryovers between halves or into overtime.

**Overtime:** 1-minute overtime period with clock stoppage and one (30 sec) timeout for the first overtime period, no timeouts carryover from regulation. In the event there is a second overtime, the second overtime will be sudden death with the first point scored determining the winner. No time outs will be awarded during the second overtime, and no timeouts carry over from first overtime period. All player fouls and second half team fouls will carry over to overtime sessions. There will be no third overtime, instead each team will shoot free throws. The five players that were on the court to end the second overtime will each shoot 1 free throw (total of 5 each team), team with the most wins.

**Tiebreaker:** In the event there is a tie within the seeding/bracketing, first it will follow points scored. The total number of points scored by each team across all games. The team with the greater number of points ranks higher. There will be a maximum differential of 15 points. If still a tie, then the team with the least points allowed. The total points allowed will be totaled for all games. There will be a maximum differential of 15 points The team with the lowest points allowed will rank higher. If still a tie, then a coin toss will be employed to determine the final ranking.

**Basketballs:** (28.5") intermediate sized basketballs will be used for all 3<sup>rd</sup> thru 6<sup>th</sup> grade boys and 3<sup>rd</sup> thru 8<sup>th</sup> grade girls' competition. (29.5") regulation sized basketballs will be used for all 7<sup>th</sup> and 8<sup>th</sup> grade boys' competition. Game balls will not be supplied by MYB tournament directors. Participating teams will supply game ball prior to game start. Referee's reserve the right to select game balls prior to each game from

participating teams.

**Free Throws:** Free throws will be shot on the 7<sup>th</sup> team foul of each half. Double bonus is in effect on the 10<sup>th</sup> team foul. Players will need to exit game on their 5<sup>th</sup> recorded foul.

**3<sup>rd</sup> Grade Players** are allowed to shoot free throws from the 12' taped line if they choose. Players will not be able to collect their own rebound from missed free throw.

**4<sup>th</sup> - 5<sup>th</sup> Grade Players** will shoot free throws from 15' mark and be allowable to jump over the line. Players will not be able to collect their own rebound after a missed free throw.

**6<sup>th</sup> - 8<sup>th</sup> Grade Players** will shoot from 15' line but not allowed to jump or cross the plane until ball hits the rim.

**Technical/ Intentional Fouls:** Technical and/or intentional fouls will result in the opposing team an automatic 2 points scored and the possession of the ball. Two technical and/or intentional fouls on a player or coach will result in an automatic ejection from the game and the remainder of the tournament. All technical fouls and Intentional fouls will be counted on the total team foul record per half. Any spectator assessed technical fouls will be charged to the head coach of the violating team. Spectator assessed technical fouls will count against the offending teams Head Coach's total technical foul record.

#### **Defenses by Grade:**

**3rd grade-** Man to Man defense only. Defense allowed to pick up at half court line, but not before (no pressing). No trapping or double teaming will be allowed.

**4th and 5th grade-** Man to Man defense only. No trapping or double teaming will be allowed. Full court defense will be allowed only in the last 2 minutes of each half and overtime periods, all other times during the game players will only be allowed to pick up at half court line only. Full court pressure must be Man to Man only with no trapping or double teaming. Teams will not be able to play full court defense if winning by a margin of 20 points or more.

**6th, 7th, and 8th Grade-** Any defense is allowed. Once a team is ahead by 20 points or more, only half court defenses are allowed.

**Illegal Defense Violations:** All illegal defense violations will be assessed by the game's officials. First illegal defense violation will be a recorded warning for the offending team. Each violation thereafter will be assessed as a technical foul and will count against the total team fouls of violating team for the half in which they were assessed. Opposing team will receive automatic 2 points and possession of the ball. These administrative technical fouls will not go against the Head Coaches total ejection technical fouls for that game.

**Lopsided Scores:** Once a team is ahead by 30 points, the score will be removed from the scoreboard and the clock will run continuously except for time-outs and injuries. The score will not be added back to the scoreboard unless margin has fallen below 20 points.

**Game Protests:** No protests will be granted. Game Official's decision will be final.

**Game Times:** Games will only start early if both participating teams and games officials agree. Please have all your players and teams ready to play 15 minutes prior to your scheduled start time. If your team is unable to play your game with a minimum of 5 players at the time of the scheduled game time, your team will forfeit that game only.

**Coaching during Play:** Head coaches will be allowed to stand but must remain inside designated coaches box. Only the Head Coach will be allowed to talk to officials and stand during play for instructional purposes. Assistant coaches must remain seated during play. Officials reserve the right to assess a technical foul for teams not abiding by these rules.

**Refunds:** Tournament fee refunds will not be given unless your spot in the tournament can be filled by another paying team prior to the schedule release. Once the schedule is released no refunds will be available in the event you are unable to participate.

**Carry-Ins/Concessions:** Carry-Ins are not allowed into the facility. Only players are allowed to bring water into the gym areas. All other food and drink in our gym facilities are prohibited. Please only consume food and drinks in designated areas of the facility.