

MINNESOTA SPORTS FEDERATION

2010 Youth Basketball State Championships

Rules & Regulations

ELIGIBILITY

All players must reside in Minnesota and must play on the team nearest to where they reside or attend school. If a player fails to make the roster for the travel team nearest their residence or school, they may participate with the next nearest basketball team to their residence or school. Prior to the state tournament, all participants must have competed together in a minimum of four regularly scheduled games with the team they are participating with. Lack of four games due to Injury is not an exception.

See complete list of eligibility rules on pages 5-6 of MSF Youth Basketball Guide.

Players may only appear on one roster/compete with one team at this event.

MSHSL RULE - Student's that have appeared on the roster of a high school's B-SQUAD, SOPHOMORE, JV or VARSITY basketball team at any time during the high school basketball season may not participate in the MSF State Championships **until the team they participate on has finished their season.**

For MSF State Tournament play, it is permissible for associations with more than one team to combine teams as long as the players reside or attend school within the jurisdiction of the organizing body. If teams are combined, they must compete in a minimum of four games as a combined team prior to the MSF State Championships.

Coaches must have valid proof of AGE or GRADE eligibility at Team Check-in.

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| 9th Grade | 1. | Players who were born on or after September 1, 1994. |
| | 2. | Players who are 9 th graders during the 2009-10 academic school year and born after 9/1/93. |
| 8th Grade | 1. | Players who were born on or after September 1, 1995. |
| | 2. | Players who are 8 th graders during the 2009-10 academic school year and born after 9/1/94. |
| 7th Grade | 1. | Players who were born on or after September 1, 1996. |
| | 2. | Players who are 7 th graders during the 2009-10 academic school year and born after 9/1/95. |
| 6th Grade | 1. | Players who were born on or after September 1, 1997. |
| | 2. | Players who are 6 th graders during the 2009-10 academic school year and born after 9/1/96. |
| 5th Grade | 1. | Players who were born on or after September 1, 1998. |
| | 2. | Players who are 5 th graders during the 2009-10 academic school year and born after 9/1/97. |

A player or team may play up a grade division, but not down.

ROSTERS

The Official MSF Roster shall be properly completed and checked at the tournament site. Teams with illegible or improperly completed rosters shall be withheld from competition! Rosters should be submitted to the MSF prior to tournament check-in.

Roster Limit is 15 players per team. Once a team's first game has started, no players may be added.

All players must have documents to verify their birth date or grade level.

SIMPLIFIED METHOD 1: When all players on the team emanate from one school or recreation center, a local school or recreation center official (principal, attendance officer, etc.) may certify that the players listed on the roster attend that school/recreation center and that the dates of birth and current grade levels are accurate. This must be stated on school or recreation center letterhead and must list names, grade and birthdates for each player listed on the official tournament roster.

SIMPLIFIED METHOD 2: When players on a team emanate from more than one school/recreation center within a sports community, verification of school/recreation center attendance, age and grade level may be on respective school/recreation center letterheads and attached to the roster form. Note: If all schools are located within the same school district the school district superintendent's signature on school district letterhead is acceptable. Forms must list the players' names, grade and birthdates for each player on the official tournament roster

If age/grade verification cannot be made utilizing one of the simplified methods previously listed, one of the following items from each of the below categories are required.

FOR AGE VERIFICATION

1. Birth Certificate (copy)
2. Valid Passport (copy)
3. Baptismal Certificate (copy)
4. Picture I.D. with birth date (copy)

FOR GRADE VERIFICATION

1. Computer printout from school with grade indication (copy)
2. Picture I.D. with grade verification (copy)
3. Current report card (copy).

Official waiver/release forms must be signed by each player and their parent/guardian. Players without a properly completed waiver/release form will be withheld from participation.

PLAYING RULES

Unless specified here, MSHSL Playing Rules shall be used.

1. Grade 5: 13 minute stop time halves; Grade 6-9: 14 minutes stop time halves. Halftime is five minutes.
2. A 10 minute grace period shall be allowed on a team's first scheduled game in the tournament before a forfeit is declared. Game time is forfeit time for all succeeding games. Prior to a forfeit being declared, referees shall contact the Tournament Manager for authorization of the forfeit.
3. A minimum of 3 minutes shall be allowed for warm-up prior to games.
4. Home team shall be determined by a coin toss if teams cannot agree.
5. Each team is allowed 3 time-outs per game. Each team will be allowed 1 time-out per overtime. Time-outs not used in regulation or in each overtime will be forfeited.
6. In the *final 7 minutes of second half*, if the score differential is 20 points or more, the clock shall change to running time. If the differential becomes less than 15 points, the clock shall revert back to stop time.
7. Defense Restrictions: If a team is ahead by 20 points or more at any time, they must fall back behind half-court. All types of defenses are permitted for all grade levels.
8. Overtime(s): 2 minutes stop-time.
9. A team's coach must sign the official score sheet at the conclusion of each game to verify the final score is accurate. Coaches who refuse to sign the score sheet as an unsportsmanlike act will cause the game to be forfeited and their team disqualified from further competition.
10. A team bench is limited to the eligible players listed on the official roster plus three non-players (coach, water person, score keeper, etc.)
11. Bench decorum rule: One coach may stand to give instructions to players. If any member of the bench receives a technical foul for an unsportsmanlike act, this privilege shall be revoked and the "seat belt" rule shall be imposed for the remainder of the game.
12. Any player, coach or bench personnel that is ejected from a game for unsportsmanlike conduct shall be disqualified from the *remainder of the tournament* and shall be considered a fan. Any fan which gets ejected must leave the building immediately and may not re-enter any tournament facility for the remainder of the tournament. Ejections must be listed on the official score sheet and the Tournament Manager must be notified following the game.
13. Games will not start early unless both coaches agree to start early.
14. There shall be no smoking or consumption of alcohol by participants, coaches or fans, in or near the playing facility. If violations are observed, report them to the tournament manager immediately.

DISQUALIFICATION

A player/coach/team shall be immediately disqualified from a MSF program for any of the following acts:

1. Failure to comply with the eligibility rules set forth in these rules.
 2. Commission of fraud, such as playing under an assumed name, falsifying a roster, giving false information to tournament officials or wrongful sports community classification.
 3. Failure to provide a 48-hour notice when forfeiting a tournament contest. (Carries penalty of team/players ineligibility for tournament play the following year).
 4. Unsportsmanlike conduct.
 5. Tendering non-sufficient funds or stopping payment on checks.
 6. Causing damage to playing facilities, equipment or accommodations.
 7. Possession of a controlled substance (law enforcement agencies will be contacted).
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REINSTATEMENT

Suspensions shall be immediate and remain in effect until such time that the suspended party appears before the MSF Sportsmanship and Eligibility Committee. Should the suspended party fail to appear, the original suspension shall continue in effect until such time that it expires.

PROTESTS

1. A judgement call may not be protested. Protests on the interpretation of game rules shall be decided by the Supervisor of Officials. Decisions made by the Supervisor of Officials are final. If a coach wishes to protest during a game, he/she must make his/her protest clear to the officials, so that the contest can be stopped, and the protest can be recorded on the official score sheet. Game time of protest, score, fouls,
 2. Eligibility Protests - A player's eligibility may be protested prior to or during a contest but not after a game has been completed. The MSF reserves the right to investigate eligibility matters at any time, including after a game or tournament is concluded.
 3. In the event a team is disqualified from tournament competition, it only affects the status of the last game the disqualified team played (and only if a protest had been filed prior to the completion of the game).
 4. The Tournament Manager may rule on all aspects of the tournament not specifically covered in these rules or in the MSF Basketball Guide. These decisions may not be protested.
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FORFEITS

All forfeits must be authorized by the Tournament Manager prior to being declared a forfeit.

1. In a 3 team pool where a "no-show" occurs, the 2 remaining teams shall play each other twice. If the teams each win one game, see tie-break information posted at the tournament site.
2. In a 4 team pool where a "no-show" occurs, teams shall play the remaining teams in the pool as scheduled.
3. A team which is a "no-show" for their first game has one hour to contact the Tournament Manager in order to play the remainder of their pool play schedule as exhibition games. If no contact is made within this one hour, the team may not compete in remaining pool play games. Exhibition game scores will not count and will not be included in seeding/tie breaking.

EQUIPMENT

1. Each team shall supply one properly inflated official leather or composite game basketball in good playing condition for each game. Boys' teams in grades 7, 8, 9 will use the men's regulation size ball. All girls' divisions and boys teams in grades 5, 6 will use the 28.5 size ball. If teams cannot mutually agree on the game ball and the referee determines both balls meet requirements, a coin toss shall determine the game ball.
2. Uniform Rules: Jerseys must be the identical color and have numbers (6" or larger) on the front and/or back (no temporary or tape numbers). Teams with two sets of jerseys available are asked to bring both sets in case of a color conflict. Illegally uniformed player(s) shall be withheld from competition until they become legal.
3. Scrimmage vests are available from the Tournament Manager. Teams cannot use the scrimmage vests to avoid uniform rules. A team coach must provide a valid drivers license in exchange for scrimmage vests.

FIRST AID

Teams must supply their own first-aid kits. PLEASE BE PREPARED! Tournament hosts do not provide training equipment, supplies or personnel.

OFFICIALS

Two MSHSL certified officials will be used on all contests.

Frequently asked questions regarding the MSF State Championships

1. ***Who is eligible to participate in the MSF State Championships?***
Any and all youth basketball boys and girls teams who meet the eligibility requirements. The MSF State Championships are for teams in the 5th through 9th grades. Teams have to either be community or school based, meaning that all players on the team have to emanate from the same community or school. All-star teams are not allowed at the MSF State Championships.
2. ***How does my team get classified at the MSF State Championships?***
When initially entering the State Championships coaches are asked to request the division of play that they feel their team is best suited for. (See explanation of divisions on page 5 of the official guidebook) Prior to the tournament the MSF will conduct a seeding meeting in which all teams will be placed within a division, and then seeded within that particular division.