

# Kansas/Missouri USSSA Basketball

## Tournament Rules



The National High School Federation Rules and Regulations will apply to these games with the following exceptions:

### Timing Rules

#### Shootout Tournament Format

1. All games will be played with 20 minute running-clock halves, except for the last 2 minutes.
  - Clock will stop on all whistles, unless the point spread is 20 or more.

#### Classic Tournament Format

1. Timing Rules will be used based on grade:
  - Grades 5 thru High School will consist of two fourteen minute halves.
  - Grades 3 & 4 will consist of two (2) twelve minute halves.
  - Grade 2 will use 4 10-minute running clock quarters. The clock will stop in the final 2 minutes of the 2nd half and the last minute of each overtime.
  - Clock will stop on all whistles, unless the point spread is 20 or more.

#### All Tournament Formats

1. Halftime shall be 3 minutes in length.
2. No pressing allowed by any team leading by 20 or more points grades 3-7. For grades 8-12 no pressing after a 25 point lead.
3. Two (2) 30 second time outs per half will be allowed to each team plus one (1) 60 second time out per game. The 30 second time-outs from the first half DO NOT carry over if you do not use both of them in the first half. One (1) additional 30 second time out per team will be awarded for each overtime period.
4. In the case of an overtime game (and double overtime), the clock will be set on three (3) minutes and a jump ball will ensue. In case of a third overtime, a jump ball will ensue and first point to score – WINS – sudden death.

### Additional Rules

1. All girls' divisions will use the 28.5" ball. 8th Grade Boys and up use a men's regulation ball.
  - 7th Grade will use the 28.5" ball unless agreed to by both coaches
  - Boys 6th Grade and down will use the 28.5" ball.
2. Each team is responsible to provide a designated representative to assist in keeping the scorebook or running the game clock. This must be an adult (at least 16 years of age) who will conduct themselves in a professional manner. For the integrity of the game this must be a neutral zone, if a person cannot remain unbiased and refrain from coaching or yelling from the score table they will be replaced.
3. Each coach is responsible for completely and correctly filling out the score sheet for each game. This will include a players' FIRST NAME, LAST NAME, AND UNIFORM NUMBER.
4. Each team is responsible for their own warm up and game balls and/or any other items brought to the game. USSSA is not responsible for items lost.
5. If previous game runs over, clock will be set for 5 minutes and game will begin at the conclusion of the 5 minutes, unless both coaches agree to begin at end of previous game.
6. Teams may begin a game with four players.
7. If a team forfeits two or more pool games, the team will be disqualified from the event and cannot participate in the tourney round of play.
8. No refunds once the schedule has been published and or tournament play has started.

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## Pool Play Tie-Breaking Procedure

1. Best record
2. Head-to-Head  
**In case of 3-way tie or if two teams are still tied after previous tiebreakers:**
  - a) Point Differential (max +/- 15 per game) among tied-teams
  - b) Point Differential overall (max 15)
  - c) Points allowed
  - d) Coin flip.
3. In case of a team forfeit, the score will be recorded as 15-0.

## Code of Conduct

### Technical Fouls

Players and coaches are only allowed one direct technical foul in the tournament. If a player or coach receives a second direct technical at any time during the tournament, that participant will be ejected from the tournament and not 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.

## Roster Rules

1. Players are allowed to be on one roster per grade. A player may not be on teams in separate divisions of the same grade.
2. We strongly discourage frivolous protests. To lodge a formal roster protest, team manager/coach must submit \$100 protest fee. If player is found to be in violation, the protest fee will be refunded.
3. Completed roster must be online at USSSA.com or submitted to the tournament director prior to your first game.
4. No roster additions will be permitted after the team has begun play of its first tournament game.
5. 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.