

Event Rules

All in-house basketball tournaments hosted by The Beal Center will utilize the MSHSAA basketball rule book with exception to the modifications indicated in this document.

General Policies:

- Schedule requests are due 10-days prior to the start of the event. There is no guarantee that requests will be adhered to; however, every effort will be made to do so.
- Payments are due 10-days prior to the event. Failure to do so will result in your team not being scheduled.
- Events are “Stay-To-Play.” If you are in need of lodging, please contact the event director to secure the hotel link to provide your families. Our hotel partners utilize a “price match guarantee.”
- Events are a 3 game guarantee with 2 pool play games and subsequent bracket play unless otherwise posted.
- There will be an athletic trainer and a uniformed police officer on-site for the duration of the event.
- Absolutely NO outside food and drink, including coolers. Only hydration beverages for participants may be brought into The Beal Center.
- Absolutely NO lawn chairs or wagons may be brought into The Beal Center.
- Absolutely NO weapons may be brought into The Beal Center.
- Absolutely NO negative fan-engagement with officials.
- A nominal gate fee will be charged for all guests over the age of 12. The cost of attending will be communicated to coaches along with the schedule release. Each team is permitted to have 3 coaches that are exempt from the gate fee.

****The Beal Center reserves the right to remove any player, coach, or fan from the venue if these rules are violated. If the individual(s) fails to comply with removal of the venue, a forfeit will be issued to the coordinating team. No refunds will be issued. This is a strict rule from the venues and all participants of the event must comply including CSA staff.

****A Team Fine of \$250.00 will be invoiced to the team in violation on behalf of the venue. Payment of said fine is required to complete the remaining tournament schedule.

REFUND POLICY: If a team were to withdraw prior to the schedule posted, The Beal Center will issue a credit for the amount paid for any Beal Center future event or court rental. If a team were to withdraw after the schedule has been posted, the team will not receive a credit or refund.

Chesterfield Sports Association (d/b/a The Beal Center) reserves the right to amend these rules at any time.

MSHSAA Rule Book: <https://www.mshsaa.org/resources/Activities/Basketball/Basketball%20Manual.pdf>

IMPORTANT RULES and EXCEPTIONS:

Of note, various age groups have age-specific rules. These age specific rules are directly in the chart below, with all other exceptions found throughout the remainder of this document.

Any rule not referenced will adhere to the MSHSAA basketball rulebook.

| | Grades 3/4 | Grades 5/6/7/8/9/10/11/12 |
|------------------------------|---|--|
| Ball Utilized | Women's Ball | Men's basketball for male divisions, Women's basketball for female divisions. |
| Half Duration | 18 Minutes | 20 Minutes |
| Officials | One Certified Official | Two Certified Officials |
| Pressing? | Only in last two minutes of 2H and for all of OT** | Permitted anytime |
| Free Throw Violations | None | MSHSAA lane violation rulings |

****Pressing Rule:**

In grades 3/4, teams may only press in the last 2 minutes of the game. No pressing will be allowed until the game has reached the final two minutes of the second half. Pressing will be allowed during Overtime. Until the last two minutes, once the ball has been secured, the defensive team must retreat to 1/2 court. Teams will receive 1 “delay of game” warning if they are found to not be retreating once the ball has been secured. The second infraction will result in a Technical foul assigned to the offending player.

Grades 5+ can press at their discretion.

Mercy Rule:

Given the tie-breaker procedures, no games will end prior to the game-clock expiring. With that being said, if a team is leading by 20 or more points in the second half the clock will continue to run for the entire 2nd half (unless the score returns to being within 20 points). Teams are also prohibited from pressing when leading by 20 or more points in the second half.

Game Start / Overtime:

A game shall never begin prior to the scheduled start time unless both coaches *prefer* to do so. All games will begin with a traditional jump-ball and teams begin with three timeouts.

In the event of overtime, the OT period will be two minutes in length. The OT period will begin with a jump ball and will not have a running clock. Each team will be given one timeout to utilize in OT - regardless of how many timeouts were used during regulation.

In the event of the game remaining tied after OT, the game will proceed to “sudden death.” This sudden death period will begin with a jump ball and the first team to score (including via free throw) will be deemed victorious.

Running Clock:

The gameclock will be a running clock up until there is 60 seconds left in the first half or 120 seconds left in the second half. At this time, the gameclock will stop and adhere to MSHAA standards. In OT there will be no running clock. In the event of a game score differential greater than 20 points, there will be a running clock for the entirety of the game.

Fouls:

A player will foul-out if he/she receives their fifth personal foul. On a non-shooting foul, teams will shoot a 1-1 after a team reaches 7 fouls in a half and will be awarded with 2 free throw attempts after a team reaches their 10th foul in a half.

Forfeits:

Any team not on the court and prepared to start the game, at game time, will give cause for immediate forfeit. The tournament director will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament director reserves the right to look at and rule in the fairest manner. The director’s decision will be final. In the event of forfeiture, the score is recorded as 20-0.

Pre-Game:

Pre-Game warmups will be permitted up until the predetermined start time. You will have a minimum of 5 minutes between games to conduct warmups.

Substitutions:

In addition to MSHSAA substitution procedures, officials have the right to stop the game to sub in players any time after a made basket. (This rule will not be enforced in the last 2 minutes of a game of less than a 10 point difference).

Protests:

Protests will be heard and ruled on by the tournament committee. The team protesting must make a cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team’s favor the \$100 will be refunded. The ruling made by the committee will be final. If during the game, protests must be filed and ruled on before the next live-ball. If the protested call ends the game, the protest must be made before the officials leave the court.

Age Chart and Grade-Level Exceptions:**

- 2nd Grade Division – Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade.
- 3rd Grade Division – Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade.
- 4th Grade Division – Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade.
- 5th Grade Division – Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade.
- 6th Grade Division Division – Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade.
- 7th Grade Division – Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade.
- 8th Grade Division Division – Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade.
- 9th Grade / Freshman Division – Players who turn 16 prior to May 1 of the current season are not eligible unless they are in the 9th grade.
- 10th Grade Division – Players who turn 17 prior to May 1 of the current season are not eligible unless they are in the 10th grade.
- 11th Grade / JV Division – Players who turn 18 prior to May 1 of the current season are not eligible unless they are in the 11th grade.
- 12th Grade / Varsity Division – Players who turn 19 prior to May 1 of the current season are not eligible unless they are in the 12th grade.

**The “ season” is determined by an August-July school year. Therefore, on August 1 of each year the athletes “move up” to the next age-level division.

All teams must have access to a photocopy of participants’ birth certificate in the event that a formal protest is held. Age-Protests **must be initiated during game play**, but will not result in a full-stoppage of game play. The protest will be heard (and proper documentation must be presented) within 60 minutes of the conclusion of the game. If the protest is deemed successful, a 20-0 forfeit will be applied to ALL pool play games and the most recent (if applicable) completed bracket game. If the protest occurs once bracket play has begun, the seeding will not be effected despite the pool play forfeits. Additionally, the tournament committee has the right to expedite this timeline if there is an effect on remaining scheduled bracket play games.

All grade level exception players must have a photocopy of their birth certificate and their current report card, or official school ID with grade, or an official government document stating their grade.

Roster Requirements:

A full roster must be submitted prior to the start of the tournament. This submission process will be communicated by the tournament director prior to the start of game play. Failure to submit a roster makes you liable to a formal roster protest.

Bracket Seeding/Tie-Breakers:

For seeding purposes, the maximum point differential is 20 points for any given game.

Additional tie-breakers are as follows...

1. Record
2. Head to Head
 - a. If just two teams are tied and indeed played each other, the winner of their matchup will receive the highest seed.
 - b. If three or more teams are tied and all played against each other, the team with the best record amongst the tied teams will receive the highest seed.
 - c. If three or more teams are tied and they did not all play each other (or if 2b did not settle the tie fully), head to the third tie-breaker
3. Point Differential
4. Points Allowed
5. Coin Flip