

SSG Youth Basketball Regulations & Guidelines

MAYB rules as modified by SSG will apply:

1. Twenty minute running clock except for last 2 minutes of each half, unless one team is ahead by more than 15 points or more. In addition, clock will stop on all technical fouls, injuries or time-outs (including officials TO). Clock does not restart until it would in a normal dead ball situation. Overtime will be 2 minutes in length with regular clock operation. The clock stops on all dead balls in overtime.
 - *All divisions will play on regulation 10 foot goals.
 - *Five-minute halftime.
 - *Game time is forfeit time (no grace period).
 - *Teams must have one set of same-colored jerseys with permanent numbers on either the front or back.
 - *Each team allowed 4 time-outs, no 30 second time-outs. One additional time-out per overtime will be allowed.
2. Press Rule: Full court press is NOT allowed once a team is ahead by 20 points or more. If the score differential goes below 20 points, a full court press may be utilized.
3. There must be at least 4 teams to provide a tournament in each age group and we would prefer at least 6. If the number of teams is not met, age divisions may be cancelled or combined. SSG/MAYB reserves the right to combine age groups without notification.
4. Players may play on only one team within a tournament age group. Players' eligibility will be checked by a current grade card or birth certificate, if requested. If a player is found to be playing on multiple teams, the offending team that is allowing the player to compete on their squad illegally will be disqualified from the tournament. Grade levels are determined by the grade completed in spring of 2019. REQUESTS WILL NOT BE GRANTED TO MOVE DOWN TO A LOWER DIVISION. SSG reserves the right to amend eligibility requirements in special circumstances. Kansas teams only. Up to three out of state players may participate on one team.
5. ***Each team is required to provide an adult (age 16 & up) scorekeeper or clock operator for each game, failure to do so will result in forfeit. The Home team will provide the Clock Operator and the Visiting team will provide the score-keeper (official book).***
6. All female and male 3rd through 8th graders will use the Intermediate (28.5) ball. All male divisions 9th grade and older will use the men's regulation ball (29.5). ***Each team must provide their own game ball.***
7. ***Inappropriate behavior will not be tolerated!*** The Basketball Commissioner, Director of Officials, Venue supervisor, and Director of the Games reserve the right to disqualify, eject, or assess a technical foul on any player, team, coach or spectator for a game or the tournament. Two sportsmanship-related technical fouls on a player or coach in a game will result in the disqualification of that player/coach for the remainder of the game (does not include technical fouls associated with score-book errors). Fighting or verbal threats will result in offending person being disqualified from the tournament. If inappropriate behavior is observed prior to the start of a game, or after a game has completed, a sportsmanship related technical foul will be assessed to the offending team at the beginning of their next scheduled game.
8. NO DUNKING ALLOWED with the exception of the all Semi-Finals and Championship Games played at Washburn University – Lee Arena. First violation of this policy will result in a personal technical foul. A second violation will result in team forfeit of the game.
9. Tie breaker procedure is as follows:
 - *Win/Loss record in pool play.
 - *Head-to-head competition.
 - *Winning points earned. (For tie break purposes, when a team wins, it earns the number of points it won by. For example: if Team A beats Team B 48-42, Team A earns +6 points. The most points a team can earn are +13. A team's disqualification and/or forfeiture equal a 13 point differential in the formula. If still tied, a coin flip will determine the first seed.
10. Consult Protest Policy in the General Information section of the web site for procedure.

11. Spectator admission will be charged at all Youth Basketball games. A 2-Day Family Pass (Limit 2 adults and 2 children) can be purchased on-site for \$25. Individual two-day passes can be purchased for \$10 per adult and \$5 per child (under 18). Individual one-day passes can be purchased on-site for \$5 per adult and \$3 per child (under 18). **PLEASE NOTE: Spectator Wristbands must be worn on your person (wrist, ankle, shoe, belt-loop, etc.) in order to gain admittance into any gym. COACHES MUST WEAR WRISTBANDS ON THEIR WRIST.** Each team will receive two Coach's wristbands at check-in. Any spectator or coach who does not comply with this policy will be issued a Sportsmanship-related technical foul at the start of their next scheduled game. Please note that this policy is to ensure that our tournament continues to be a viable option for your team by keeping Team Entry Fees to a minimum.
12. All coaches/teams are responsible for cleaning the bench area at the completion of each game. Teams will not be allowed to leave the gym until the bench area has been cleared of trash, water bottles, debris, etc. Failure to comply will result in a sportsmanship-related technical to be assessed on the offending team at the start of their next scheduled game.

Youth Basketball Roster/Waiver Submission Procedures:

Teams will not be officially considered in the tournament until the following steps have been completed in full.

1. TEAM REGISTRATION & PAYMENT

- 3rd-12th grade teams must register through MAYB at www.mayb.com.
- Call 316-284-0354 or e-mail mayb@mayb.com for assistance.
- If entering with MAYB Tournament Pack, please list Sunflower State Games as your area Director.
- Teams must register and make payment to MAYB by July 6. No late entries.

2. TEAM ROSTERS & WAIVER FORMS:

Please read this section carefully regarding our policy and procedure for completing your team rosters and waivers online using the Sunflower State Games Team Portal. The Sunflower State Games requires all teams to complete this process. Simply submitting your roster to MAYB does not complete the registration process to compete in the Sunflower State Games youth basketball tournament. **Our team roster & waiver submission process is completely different than MAYB's and must be completed in full. Absolutely no exceptions!** Team rosters may only be submitted online via the Team Portal as paper forms no longer exist. After our staff has been notified by MAYB that your team has registered for our tournament, we will create your team portal. You will be then receive access to your Team Portal via email. The Team Portal will allow you to invite participants to join your team roster. **ALL PARTICIPANTS ON YOUR TEAM MUST JOIN YOUR ROSTER USING THE TEAM PORTAL - NO EXCEPTIONS.** Team rosters **MUST** be completed online using the Team Portal by 6pm on Wednesday, July 15th. Rosters will be frozen at this time. Failure to meet the team roster deadline will result in your team being pulled from the competition with no refund. By registering for this event, all teams agree to follow the Roster & Waiver submission policies and procedures.

IMPORTANT PACKET PICK-UP POLICY: A coach or representative from each team must check-in at Washburn University - Petro Hall, Room 220 at least one hour prior to their first scheduled game. Failure to do so will result in forfeit of your first game. Check-in will be open from 3:00 - 8:00 p.m. on Friday, July 17 and beginning at 6:30 a.m. on Saturday, July 18. Coaches will receive their admission passes at check-in. Passes will be in the form of wrist bands and must be worn on the wrist for the duration of the tournament. Coaches will NOT be allowed in the gymnasium if wrist bands are not worn properly on the wrist. **NO EXCEPTIONS!**

Please contact the Basketball Commissioner with any questions regarding these rules or policies, or visit mayb.com for additional rules.

Teams agree to follow these Regulations and Guidelines by signing the Team Waiver