



CENTRAL MISSOURI SPORTS

Central Missouri Sports Rules and Regulations

1. Entry Fee must be paid and Waiver/Roster form must be signed and turned in before participation in a game.
2. Players may only play on one team in a division. They can play on multiple teams throughout a tournament.
3. Both teams are to provide a scorekeeper during games – scorekeepers need to be adults. Clock operators will be provided by Central Missouri Sports.
4. Games will consist of two 18-minute periods. The clock will only stop on dead balls and whistles during the last minute of the 2nd half, timeouts, and official timeouts. The clock will not stop in the final minute of games with a 20 point or larger spread.
5. Teams will be allowed (3) 30 second timeouts for the game.
6. In the event of a tie, overtime will consist of a 2 minute period. The clock will stop during the last minute. Each team will be given 1 timeout during overtime, regardless of whether they had any left from regulation or not. In the event of double overtime, a sudden death format will be used for a maximum of 5 minutes. Teams will only have 1 timeout in double overtime. At the end of 5 minutes, if a team has not scored, we will move to a free throw shoot off. Each team will shoot a shot until a team makes it. If the team that shoots first makes their shot, the team shooting second will have a chance to match.
7. Grades 3rd-5th will use a 28.5" ball. 6th Grade and up will use a 29.5" ball. Teams should provide their own basketballs to play each game with.
8. Pressing is allowed in 4th Grade and above until there is a 20 point spread. After a 20 point spread is reached, the teams can pick up at half court.
9. Pressing is not allowed in 3rd Grade games until the last 2 minutes of the game. If a 3rd Grade team is playing up, they will play by 4th grade rules.
10. 3rd grade free throws will be at the 12' mark. 4th grade will shoot from the 15' mark, but are allowed to jump over the line. 5th grade and up must start and finish behind the line.
11. You can enter the lane on the release of the free throw. You do not have to wait on the ball to hit the rim.
12. 3rd grade games will use a 5 seconds in the lane limit. 4th grade and up will use 3 seconds in the lane limitations.
13. If any player, coach, or fan becomes out of control during the tournament, the tournament director has the right to escort that person off of the premises without refund. It is the coach's responsibility to make sure all fans of their team act accordingly. A coach, player or fan who is ejected from a game shall leave the premises and will not be allowed to return for the remainder of the tournament.
14. Teams should be aware that the Head Coach is the only coach who should converse with officials in any situation. Officials may ask any coach to move to the stands who cannot abide by this.
15. If an official asks a coach to remain sitting on the bench, the coach is required to do so.
16. Officials are off limits to all fans prior, during or after games. Fans shall not approach officials to discuss any aspect of games.
17. Clock/scoreboard operators are NOT on court officials; they should be treated with respect and NOT be confronted about officiating calls.
18. If a player gets 2 technical fouls in a game, they will be forced to sit the next game.
19. If a coach gets 2 technical fouls in a game, it will be at the discretion of the tournament director if they are allowed to coach the next game or the rest of the day.
20. Teams should be prepared to provide their own medical kit and particularly instant ice packs, as the tournament staff and concession stands are not equipped to provide ice and/or ice bags.