



Missouri State High School Activities Association Rules will apply except in the following cases:

### **Game Starting Time**

- Each team to provide either a clock or book operator for all tournament games – provided for all Mid County League games
- If a team fails to have (4) players on the floor ready to play at game time, the team must forfeit. All players must have a numbered jersey.
- A game may start prior to listed game time if both coaches agree. It is the responsibility of each coach to submit his lineup to the official scorer before game time.

### **Game Times**

- Games will be played in two (2) halves of (20) minutes running clock for each half and a 2-minute intermission.
- The clock will stop for the last two minutes of each half and for:
  - Injuries
  - Team time-outs;
  - Any reason necessary by officials
  - Any violation during the final 2 minutes of each half

### **Time-outs**

- Each team will have (3) time-outs per game and one (1) extra time-out for each overtime period.
- No carry over timeouts into overtime

### **Substitutions**

- Players may be substituted during any dead ball period.
- A substitute must be at the scorer's table when the ball becomes dead or must be able to enter the game without delay during a dead ball period.
- The timer will determine the latter fact.

### **Overtimes**

- Overtimes for all games shall be two (2) minutes, with clock stopping in side of one minute.
- 2nd and multiple overtimes are 1 minute.

### **Intentional Fouls**

- An intentional foul at any time during the game shall be penalized by two free throws and possession of the ball to the offended team at mid-court.
- During a try for a basket, an intentional foul will be penalized by two free throws even if the basket is good and the offended team awarded possession.
- Flagrant intentional fouls may result in expulsion of the player.



**2011 – 2012 Mid County Basketball League Rules**  
**2011 - 2012 Greater Midwest Basketball Tournament Rules**



Missouri State High School Activities Association Rules will apply except in the following cases:

**Technical Fouls**

- Technical fouls shall count towards the five (5) fouls for disqualification.
- All technical fouls shall result in two free throws.
- On a player's second technical foul, he shall be disqualified and ejected from the facility.

**Player Conduct**

- Player MISCONDUCT shall not be tolerated. A player shall be automatically seated on the bench for five "clock" minutes after a misconduct technical foul.
- In the event a player is also ejected from the game as part of the misconduct technical foul, it is the responsibility of the coach to insure that this player leaves the playing facility. Failure to do so will result in a second misconduct foul on the coach.
- Any team that received two misconduct technical fouls may have the game forfeited to the opposing team. In the event that BOTH teams earn their second misconduct technical foul, the game may be declared a double forfeit.

**Pressing**

- 6<sup>th</sup> Grade & above are allowed to full-court press until 20 point lead is established.
- 5<sup>th</sup> Graders and Below will be able to press the last 4 minutes of each half.

**Running Clock**

- Clock continues to run after 20 point lead is established in 2<sup>nd</sup> half.

**Game Balls**

- Teams will provide their own warm up and game balls.
- 7<sup>th</sup> and 8<sup>th</sup> Grade Boys Teams To Use Regulation 29.5" Ball
- All Girls Teams To Use 28.5: Ball
- 3<sup>rd</sup> thru 6<sup>th</sup> Grade Boys and Girls will used 28.5" Ball

**Greater Midwest Basketball – Age Limitations**

- In mixed age brackets, older age rules apply
- Greater Midwest Basketball does not allow double rostered players

2011 - 2012 Age	Birthdate
8th Grade	Born on or after 5/1/1997
7th Grade	Born on or after 5/1/1998
6th Grade	Born on or after 5/1/1999
5th Grade	Born on or after 5/1/2000
4th Grade	Born on or after 5/1/2001
3rd Grade	Born on or after 5/1/2002
2nd Grade	Born on or after 5/1/2003
* Each Team Can Have Up To 3 Grade Exception Players *	