

# SSG Adult 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. Kansas teams only (up to three out of state players may be on the roster). Proof of residency is required by all teams. If a team is found with more than three out of state players on its roster, the team will forfeit the remainder of the tournament with no refund. Players may only be on one roster. 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. ALL PLAYERS must have identification with them at all times.
4. ***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).***
5. ***Each team must provide their own regulation size game ball.***
6. ***Inappropriate behavior will not be tolerated!*** 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.
7. 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.
8. 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.
9. Consult Protest Policy in the General Information section of the web site for procedure.
10. 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.

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## **Adult Basketball Roster/Waiver Submission Procedures:**

**TEAM ROSTERS & WAIVERS:** Please read this section carefully regarding our policy and procedure for completing your team rosters and waivers online using the Team Portal. Team rosters may only be submitted online via the Team Portal as paper forms no longer exist. After your registration has been processed, you will be directed to your Team Portal. There you will use the Team Portal to invite participants to join your 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 8th. 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. Roster limit of 12. Minimum is 5.

**CHECK-IN:** Coaches of ALL Adult basketball teams **MUST CHECK-IN AT LEAST ONE HOUR PRIOR TO THE START OF THEIR FIRST GAME** at Petro Hall Room 220, Washburn University. Check-in will open at 6:30 a.m. on Saturday, July 11. Failure to check-in will result in forfeit of your first game and each subsequent game until your team has checked in.