



JOHNSON COUNTY, KS

JUNE 20 - 22, 2014

Two nationally established organizations have joined forces to provide fun, cost effective, and highly organized tournaments

Winners of each division in our National Qualifier Tournament (6/20-22) receive a free bid to the MAYB Nationals (the first weekend in August).

All series events will offer stop clock and follow special rules listed below

TOURNAMENT LOCATIONS

We have access to high schools and middle schools in the Shawnee Mission School District. We will utilize all available gym time in the Shawnee Mission area first, but may spill over into other facilities in Johnson County.

The exact location of each tournament is based on the number of teams registered in each division and the availability of certain facilities. We can typically let teams know around the deadline which facility they will be playing at. We will do our best to keep teams from running all over town, honor schedule requests, and have teams sharing coaches at same location.

MISCELLANEOUS INFORMATION

Kansas and Missouri have conflicting rules regarding ball size for 7th and 8th grade boys.

To avoid any discrepancies, the following rule was established:

7th grade boys will use the 28.5 ball, unless both coaches agree to play with the bigger size ball.

8th grade will use the full size ball, unless both coaches agree to play with the smaller size ball.

HOTEL ACCOMMODATIONS

Please contact the Tournament Director, Kristen Davis, prior to making hotel reservations so that we can ensure your team is staying in close proximity to the designated game locations.

You can't beat this deal for hotel rooms! Please click on the following link for more details:

http://www.premierebasketball.com/hotel_arrangements.htm

Kristen Davis

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The National High School Federation Rules and Regulations (NFHS) will apply to all MAYB Series games with the following exceptions:

- High School Games will consist of two 16 minute halves
- Grades 7 & 8 will consist of two 14 min. halves & will use regulation size basketball
- Grades 3-6 will consist of two 12 min. halves and will use the 28.5 intermediate size

The clock will stop for all whistle stoppages, with the following exception (Mercy Rule) Once a team is leading by 30 points anytime in a game, the clock will continue to run. The only time the clock will stop is for injuries, during technical fouls and for timeouts. If the lead falls below a 20 point margin, the clock will again be stopped on all whistles

No game will start before the scheduled time unless both coaches agree. No game will start more than 5 minutes early unless special permission is granted by Event Director. There will be a minimum of a 5 minute warm-up period. Halftime will be 3 minutes long

Timeouts will be allocated according to NFHS rules (3 Full / 2 Thirty Second per game)

Overtime:

- 3 minutes for Grades 3 thru 6 (one additional 30 Second timeout awarded)
- 4 minutes for Grades 7 thru 11 (one additional 30 Second timeout awarded)

Tie-Breakers:

- Two Teams Tied: Head-to-Head result.
- Three or more teams tied: Point Differential System.

Maximum of +20 points for a win and -20 points for a loss.

The team with the highest point differential will win the tiebreaker

If two teams are tied with points, then revert back to head-to-head.

The team not involved in the tiebreaker will have its games eliminated.

If the teams are still tied, the team with fewest points allowed in pool play wins

A forfeit is scored as a 20-0 game.

Two (2) direct technical fouls during a game on a player, coach, or team representative will result in their disqualification for the next game of the tournament.

Fighting and gross unsportsmanlike behavior can be more than one game suspension and is at the discretion of the Tournament Director.

Each team is required to provide an ADULT score person. Only one person per team at the score table. Team statisticians must sit on the team bench and not at the score table

The team listed first on the schedule or on top of a bracket is considered the HOME team Home team will wear light colored jerseys, provide a game ball, and keep the score clock