

# MSCS Regional Play

- ◇ Top team listed is away (dark colored jersey), bottom team is home (light colored jersey).
- ◇ Game Balls 29.5 for 8<sup>th</sup> and 7<sup>th</sup> grades and 28.5 for 6<sup>th</sup> grade games. (Provided by MSCS)
- ◇ All games will be 16-minute halves, with a stop clock.
- ◇ There will **not** be a running clock at any point during the game.
- ◇ **8<sup>th</sup> Grade:** There will be an 30 Second shot clock for ALL games. There is no 5 second count when the shot clock is in use.
- ◇ **6<sup>th</sup> and 7<sup>th</sup> Grade:** The 8 second midcourt and 5 second closely guarded rules will be used for ALL games.
- ◇ If a team is down 20 or more points at any point under 2 minutes in the 2<sup>nd</sup> half, the game will be called.
- ◇ Each team is allocated three (3) 45 second timeouts per game. Timeouts carry over to overtime. There will be an additional timeout added for overtime.
- ◇ Players foul out on their 5th foul.
- ◇ Teams will shoot bonus foul shots after the 10th foul of the half. Double Bonus at the 13th foul.
- ◇ Team fouls will reset at halftime of each contest. For overtime, the team foul count carries over.
- ◇ Only the designated head coach may stand up during the game.
- ◇ Coaches will be allowed to stand after any assessed technical foul.
- ◇ Coaches & Players will be ejected on their 2nd technical and must leave the gym.
- ◇ Players ejected for fighting will serve a minimum one (1) game suspension. That suspension will be for the next scheduled game. Depending on the severity of the actions, the MSCS staff may determine that the suspension will be longer than one game.
- ◇ **Overtime Rules:**
  - Timeout(s) carryover
  - 1 additional timeout provided
  - 2:00 will be the designated time for overtime, should there be double overtime the first team to score 5 points will be declared the winner.
- ◇ **Pool Tie-breaker Rules:**
  - Head to Head
  - Point Differential (20 pt max per game)
  - Points Allowed for all games played