



**Michigan USSSA Basketball RUNNING Clock Rules (Page One)**

(Effective September 1, 2012)

**\*\*Running clock game rules is only an option for USSSA sanctioned events that are NOT regional qualifiers or state level championship events\*\***

The National High School Federation Rules and Regulations (NHSF) will apply to all USSSA games with the following exceptions.

- I. All games will be played as follows:
  - Games will consist of two twenty minute running halves (for grades 7<sup>th</sup> and up) and two sixteen minutes running halves (for grades 3<sup>rd</sup>-6<sup>th</sup>) and will use a regulation size basketball for grades 7<sup>th</sup>-12<sup>th</sup>. (Boys grade 3-6 will use the 28.5 ball.)
  - Last 30 seconds of the 1<sup>st</sup> half – clock stops, last 2 minutes of the second half – clock stops on all whistles.
- II. No game will start before the scheduled time unless both coaches agree. There will be a minimum of a 5-minute warm-up period. Halftime will be 3 minutes unless both coaches agree to start earlier.
- III. Timeouts will be awarded (2 Full / 2 Thirty Second)
- IV. Six (6) fouls will be allowed per player.
- V. If a team is up by 20 points there is no pressing, no double-teaming in any form or fashion – coaching etiquette
- VI. Overtime:
  - 3 minutes overtime for grades 3<sup>rd</sup> thru 6<sup>th</sup>
  - 4 minutes overtime for grads 7<sup>th</sup> thru 12<sup>th</sup>
    - i. If a second overtime is needed it will be sudden death. 1<sup>st</sup> team to score two (2) points wins.
- VII. The clock will run unless there is a timeout, injury or significant delay in game.
- VIII. 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 and is at the discretion of the Tournament Director and / or State Director.
- IX. Each team is responsible for their warm-up and game balls and or any other items brought into the game. USSSA is not responsible for items lost.
- X. If a team forfeits two games by not participating; the team will be disqualified from the event and cannot participate in bracket / tournament play.

**Roster Rules:**

- I. Rosters are allowed a maximum of fifteen (15) players.
- II. Proof of age and grade is required for all players on roster. Acceptable proofs of age are; clean photocopies of birth certificates, adoption papers, or immigration papers. Proof of grade is a clean copy of any report card of the current school year or school document that indicates current grade level. Teams are required to have proof of age and grade upon check-in and throughout the tournament. It must be presented to USSSA representative / tournament director upon request.
- III. No roster additions will be permitted after the team has begun play of its first tournament game within any tournament.
- IV. Teams participating in the National Tournament are allowed to add three (3) additional players that were not on the roster at the time of their qualification. The three players may be added at anytime between the state qualifying event and the National TOC. Players can not be added from teams that have qualified and are participating in the National Championship.

**Grade / Age Divisions:**

USSSA is grade based with age parameters and limitations determined by birth dates that allow players in each division to compete against other players currently at the same grade / age level. A player may qualify under the age exception rule if they have been advanced in grade due to academic excellence or parental preference. The following guide determines all eligible ages at grade levels.

In Michigan eligibility will be determined solely by GRADE. There will be no age exceptions until teams advance to the national, regional or the tournament of champions TOC events. Those two events have to follow national rules. For Michigan regionals and states, player only need a report card from school showing their current grade and not a birth certificate.

**Boys & Girls**

- 3<sup>rd</sup> Grade - An athlete must be in the 3<sup>rd</sup> grade or below for the 2012-13 school year and cannot turn 11 prior to September 1, 2013.  
Age Exception: Athlete does not turn 10 before September 1, 2013.
- 4<sup>th</sup> Grade - An athlete must be in the 4<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 12 prior to September 1, 2013.  
Age Exception: Athlete does not turn 11 before September 1, 2013.
- 5<sup>th</sup> Grade - An athlete must be in the 5<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 13 prior to September 1, 2013.  
Age Exception: Athlete does not turn 12 before September 1, 2013.
- 6<sup>th</sup> Grade - An athlete must be in the 6<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 14 prior to September 1, 2013.  
Age Exception: Athlete does not turn 13 before September 1, 2013.
- 7<sup>th</sup> Grade - An athlete must be in the 7<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 15 prior to September 1, 2013.  
Age Exception: Athlete does not turn 14 before September 1, 2013.
- 8<sup>th</sup> Grade - An athlete must be in the 8<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 16 prior to September 1, 2013.  
Age Exception: Athlete does not turn 15 before September 1, 2013.
- 9<sup>th</sup> Grade - An athlete must be in the 9<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 17 prior to September 1, 2013.  
Age Exception: Athlete does not turn 16 before September 1, 2013.
- 10<sup>th</sup> Grade - An athlete must be in the 10<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 18 prior to September 1, 2013.  
Age Exception: Athlete does not turn 17 before September 1, 2013.
- 11<sup>th</sup> Grade - An athlete must be in the 11<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 19 prior to September 1, 2013.  
Age Exception: Athlete does not turn 18 before September 1, 2013.
- 12<sup>th</sup> Grade - An athlete must be in the 12<sup>th</sup> grade or below for the 2012-13 school year and cannot turn 20 prior to September 1, 2013.

**National Basketball Rules (Page Four)**

(Effective September 1, 2012)

**Divisions of Play:**

USSSA Basketball offers three divisions of play

- Div I – Elite Teams
- Div II – Competitive Teams
- Div III – School Based Teams (all players must be from the same school district)

**Protest**

- All roster protest must be filed in writing accompanied by a \$100.00 protest fee (refundable if the protest is upheld) with the Tournament Director within one (1) hour of the conclusion of the protested game. If the protest is valid, the protested team forfeits all previous games. Upon protest, teams must provide proof of eligibility. (See roster rules for acceptable proofs of age and grade).
- All non-roster protest must be filed in writing within one (1) hour of the conclusion of the contest and must be accompanied by a \$100.00 protest fee (refundable if protest is upheld). Official's calls are not grounds for a protest.
- Tournament Directors rulings on protest are final.

**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 or timeouts. If the lead falls below 20 points, the clock will again be stopped for all whistle stoppages.

**Tie- Breakers:**

- Two Teams Tied: Head-to-head result.
- Three or more teams: Point Differential System will be used. Teams will receive a point differential per game up to a maximum of plus 15 points for a win and a maximum of minus 15 points for loss. The team not involved in the tiebreaker will have its games eliminated. The team with the highest point total will win the tiebreaker and the second highest number will be seeded second, etc. If two teams are tied with points, then revert back to head-to-head. If there are still three teams tied, the team with the fewest points allowed in ALL games played in pool play wins. A forfeit is scored as a 15-0 game.