



National Basketball Rules (Page One)

(Effective September 1, 2007)

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:
 - High School Games will consist of four eight minute quarters.
 - Grades 7 & 8 will consist of two sixteen minute halves and will use a regulation size basketball.
 - Grades 3 thru 6 will consist of two fourteen minute halves and will use the 28.5 intermediate size balls.
- 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 5 minutes unless both coaches agree to start earlier.
- III. Timeouts will be awarded under NHSF rules (3 Full / 2 Thirty Second)
- IV. Overtime:
 - 3 minutes for Grade School (grades 3 thru 6)
 - 4 minutes for Middle and High School (grades 7 thru 11)
- V. The clock will stop for all whistle stoppages
- VI. 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.
- VII. 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.
- VIII. 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 / or 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.
- 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. Players can not be added from teams that have qualified and are participating in the National Championship.



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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.

Boys

3rd Grade – A player that is in the third grade and born on or after September 1, 1997.
(Age Exception: A player that is born on or after September 1, 1998.)

4th Grade - A player that is in the fourth grade and born on or after September 1, 1996.
(Age Exception: A player that is born on or after September 1, 1997.)

5th Grade - A player that is in the fifth grade and born on or after September 1, 1995.
(Age Exception: A player that is born on or after September 1, 1996.)

6th Grade - A player that is in the sixth grade and born on or after September 1, 1994.
(Age Exception: A player that is born on or after September 1, 1995.)

7th Grade - A player that is in the seventh grade and born on or after September 1, 1993.
(Age Exception: A player that is born on or after September 1, 1994.)

8th Grade - A player that is in the eighth grade and born on or after September 1, 1992.
(Age Exception: A player that is born on or after September 1, 1993.)

9th Grade - A player that is in the ninth grade and born on or after September 1, 1991.
(Age Exception: A player that is born on or after September 1, 1992.)

10th Grade - A player that is in the tenth grade and born on or after September 1, 1990.
(Age Exception: A player that is born on or after September 1, 1991.)

11th Grade – A player that is in the eleventh grade and born on or after Sept. 1, 1989.
(Age Exception: A player that is born on or after September 1, 1990.)
Players must still have high school eligibility remaining or have been accepted for admission to a Prep School.



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Girls

3rd Grade – A player that is born on or after July 1, 1998.

4th Grade – A player that is born on or after July 1, 1997.

5th Grade – A player that is born on or after July 1, 1996.

6th Grade – A player that is born on or after July 1, 1995.

7th Grade - A player that is born on or after July 1, 1994.

8th Grade – A player that is born on or after July 1, 1993.

9th Grade – A player that is born on or after July 1, 1992.

10th Grade – A player that is born on or after July 1, 1991.

*High School – A player born on or after January 1, 1990.

*Players must still have high school eligibility remaining or have been accepted for admission to a Prep School.

Divisions of Play:

USSSA Basketball offers three divisions of play

- Div I – Elite Teams
- Div II – Competitive Teams
- Div III – Community based or developmental teams

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 PRIOR to 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.



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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 20 points for a win and a maximum of minus 20 points for loss. 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. The team not involved in the tiebreaker will have its games eliminated. If the teams are still tied, the team with the fewest points allowed in ALL games played in pool play wins. A forfeit is scored as a 20-0 game.

Notes:

- Area and State Tournaments have the authority to modify local playing rules to accommodate local circumstances. All teams participating in the National Tournament must adhere to National Rules outlined above.
- There must be a minimum of five (5) teams per division for the National Tournament to be played. If less than five teams, all teams will be moved to Div I for tournament play.
- Coaches of high school age teams playing in National Tournaments certified by the NCAA must be registered and certified by the NCAA in advance of the Tournament. Team Rosters must be entered on the NCAA site. (Visit www.ncaa.org for guidelines and deadlines to insure compliance on live period events). NO ENTRIES WILL BE ACCEPTED UNTIL REQUIREMENTS ARE MET.
- All players participating on high school age teams playing in NCAA certified events must attend the mandatory educational seminar held during the event.
- All- Tournament / M.V.P. / Hustle awards are determined by the coaches in the events. All recommendations must be submitted prior to leaving the event.
- Coaches are given passes and credentials at check-in. Any coach allowing unauthorized use of these credentials will be disqualified from the event.

