

## Kansas City Keys – 16<sup>th</sup> Annual Tournament

### ***Rules and Regulations (Week II): Keep Excellence in Your Sight!***

1. Coaches it is better to show 45 minutes early than 1 minute late. **GAME TIME IS FORFEIT TIME!** Additional team players arriving late are allowed to play provided they are on the official roster.
2. Grades 7<sup>th</sup> -8<sup>th</sup> (Ages 13-14) - (13 minute stop clock). Overtime is 2 minutes and 1 full time out! If 20 or more point lead in the last seven (7) minutes then we will go to a running clock.
3. Free throws - One and One free throws only on the 10<sup>th</sup> team foul.
4. **Mandatory Registration** & attendance at coaches meeting (Prior to participation) – Failure to comply will result in **5 Technical Fouls at the beginning of each game**. All players must be on official roster and confirmed by our registration committee. No players allowed to participate: a. **Unless** parent authorization is complete on application, b. **Birth** records checked, and c. **Grade** card provided (if – Grade Exception rule).
5. **Players only allowed to play on one-registered team during the time of tournament!**
6. Half time will be 5 minutes in length. Each team will be allowed 5 minutes to warm up before each of their games. Game time is forfeit time.
7. Missouri State High School Athletic Association rules will apply, with exception mentioned herein, and rules subject to the discretion of the Tournament Director.
8. There will be 4 time-outs per game. There will be 2 full and 2 - 30s.
9. Score sheets should be prepared by the coach. Coaches should check for correctness. Each team may be required to provide a scorekeeper or timer for each game.
10. Daily (**all gyms**) admission charge of **\$8.00** per adult and children over 12. Children under 12 will be charged **\$5.00**. **Weekend Passes are \$15.00**. **Coaches: Please inform your parents of the admission charge!** **(If you lose your pass – you will be charged for re-entry!) Matchup –add!**
11. A concession stand will be available.
12. If 2-way tie-Winner is decided by head-to-head match-up. If 3-way tie, winner is decided by point spread, with 15 point maximum allowed per game. If still tied, there will be a witnessed coin flip between the participating tiebreaker teams and site director.
13. Any fighting or disruptive activity by any players either on or off the premises during the tournament will be cause for suspension. Actions in the host hotels are deemed related to the tournament. Coaches please manage your team's behavior on and off the court. No excuses will be allowed. Coaches are to review and go over tournament behavior rules with parents and players.
14. Coaches wishing to protest any of their games must do so immediately following the completion of their game, post a \$250 cash fee, note the protest in writing (sign and date), and only have the head coach and his assistant at the protest hearing. The protest hearing is to be held by the Tournament Director, Site Director and or his designees. If, protest is lost no refund.
15. Parents please cheer and encourage your team and not berate the other players and referees. Any disruptive actions on the part of parents may cause an escort from the premises and suspension for the remainder of the tournament. **(Parents & Fans to abide by Official Tournament Rules of Conduct!)**

Schedule - [www.KCKEYS.ORG](http://www.KCKEYS.ORG)

**Respect, good sportsmanship and integrity have been the success of this tournament. Keep it Up!**