

STATE GAMES OF MISSISSIPPI - BASKETBALL

Commissioner:

James Dixon - 601-780-2615 - james@visitvicksburg.com

Dates:

June 28-29, 2025

Sites:

Vicksburg High School Gym - 3701 Drummond Street, Vicksburg, MS 39180

Vicksburg Junior High School Gym - 1533 Rosa A. Temple Drive, Vicksburg, MS 39180

Warren Central Junior High School Gym - 1630 Rosa A. Temple Drive, Vicksburg, MS 39180

Warren Central High School Gym - 1000 MS - 27 (Highway 27), Vicksburg, MS 39180

Porters Chapel Academy Gym - 3460 Porters Chapel Road, Vicksburg, MS 39180

Entry Fee:

\$275 includes up to 11 players/coaches

\$10 for each additional player/coach over 11 maximum of 15

Divisions:

10U Boys	10U Girls
11U Boys	11U Girls
12U Boys	12U Girls
13U Boys	13U Girls
14U Boys	14U Girls
15U Boys	15U Girls
16U Boys	16U Girls
17U Boys	17U Girls
18U Boys	18U Girls
Adult Men	Adult Women

Deadline:

Friday, June 20, 2025 for all registrations to be completed.

This includes the Coach's information and entry fee paid in full.

T-shirts sizes MUST BE emailed to sportsdirectorofms.org by Friday, June 20, 2025

Team waivers can be completed and turned into the Commissioner before the team's first game.

Anyone under 18 years of age will be required to have an adult sign the waiver.

Awards:

State Games Medals will be awarded to the 1st, 2nd and 3rd place in each division

Format/Rules:

3 games guarantee

Rules are based on NFHS and MHSAA competition rules. (see attached)

Coaches,

Please take the time to read through the event's Game Rules listed below. We take pride in our tournament and aim to provide all participants with a safe environment and healthy atmosphere to play ball. Please remember to conduct yourself with sportsmanship and be respectful to other coaches, players, and the referees. We will not tolerate ANY swearing or foul language.

Admission Prices: \$20 per person for Saturday, \$20 per person for Sunday, \$30 per person for Weekend Pass. Children under age 10 enter free of charge. • ALL players must be in uniform upon arriving at the gym as that is their "ticket" to get into the games. • Teams listed first/top are the HOME teams and wear LIGHT colored jerseys • Team jerseys must have player's number on front and back. • Each team will receive only 2 Coach's Wrist Bands. Coaches wear the same wristband all weekend. If a coach's wrist band is lost, a daily admission/general admission band must be purchased. • 28.5" ball will be used for 10U - 12U; 29.5" ball will be used for 13U and older age groups. • Each team is responsible for their own warm up basketballs. Home team will provide the game ball • Players may play up in grade, but may not play down. Players can only play for one team per age group. Players can play for a second team within the same organization as long as they play up. Players can play for a maximum of two teams. • Players' FULL NAMES (first and last) and numbers MUST be written on the scoresheets for each game.

ALL TEAMS MUST CHECK - IN AT THE EVENT'S MAIN FACILITY. COACHES OR TEAM REPRESENTATIVES MUST CHECK - IN PRIOR TO THE START OF THE TEAM'S FIRST GAME. FAILURE TO CHECK IN CAN RESULT IN FORFEITURE OF GAMES. PLEASE HAVE AGE/GRADE VERIFICATION DOCUMENTS FOR ALL PLAYERS DURING CHECK - IN. All players must be in uniform; this is their "ticket" to get into the games. No uniform, no free entry, NO EXCEPTIONS.

If both teams are ready and the refs are available, games may start up to 5 minutes early. • Arrive on time. If a team arrives 5 minutes after scheduled tipoff time, this will result in forfeit. No exceptions! COMMUNICATE IF YOU WILL BE LATE! Notification after five (5) minutes before scheduled tipoff will not be allowed as proper communication. If there isn't any communication, teams should expect a forfeit. • If a team forfeits but arrives late, the winning team can approve to play a shortened-time game; however, the Forfeit will still stand as official result of the game • A team can receive a technical foul for an abusive fan(s). Coach will receive a warning regarding fan(s). If a fan(s) becomes abusive to the environment, they may be asked to leave. Failure to leave can result in their team forfeiting. Please communicate this to your team staff, players, and parents.

-Game Rules:

- A minimum of a 2-minute warm-up before the game starts
- 18-minute halves (15U thru Adult divisions)
- 16-minute halves (14U & below)
- STOPPED CLOCK ON DEAD BALLS DURING LAST TWO MINUTES OF EACH HALF
- 3 minute half-time
- 2 timeouts per half (30 second timeouts ONLY); timeouts do NOT carry over
- 1 timeout will be added for OT
- 6 player fouls results in disqualification
- Free Throws will begin on the 10th team foul, double bonus on 10th team foul
- Clock runs with 20-point lead in 2nd half (until it decreases to 10) 2ND HALF ONLY
- MERCY RULE WILL END A GAME with 20-point lead in 2nd half and 2 minutes or less
- 2 minute Overtime
- 2nd Overtime, Sudden Death - first team to score wins the game

-Pool Play, Seedings, and other information

Pool Play Tie Breakdown (Plus/Minus 15)

1. Head-to-Head
2. Point Spread Between Tied Teams
3. Point Spread 4th Team
4. Coin Toss

Either pool play or double elimination will be used. This is dependent upon the number of team entries.

-Player Eligibility, Age/Grade Verification

We require all teams to be age and grade verified. Please have your rosters submitted prior to the start of the event. Rosters can be filed in person, via postal or electronic mail. Send all emails to james@visitvicksburg.com and/or info@coregroupms.org. Age and/or Grade Verification must be available upon request. Copies of documents such as birth certificate, state issued identification, or report cards are acceptable forms of verification. These items must be provided upon request. NO EXCEPTIONS! If a team is identified as having ineligible players, all games played will be listed as forfeitures and all ineligible players will be banned from the competition. Challenges of player/team eligibility will be handled by the event commissioner and/or site manager. Upon receiving notification of an ineligible player, an investigation will be initiated by the commissioner or site manager to determine proper or improper game play. All challenges require a non-refundable fee of \$50 for administrative action and investigation.