



2023-2024

Tournament Rules

I. Playing Times

<u>Grades</u>	<u>Length of game & Ball size</u>
2 nd – 4 th Grade All Girl divisions use 28.5/size 6.	2 12-Min. Halves. Overtime: 3 min. 1 min thereafter then sudden death. Ball size: 28.5/size 6.
5 th – 7 th Grade All Girl divisions use 28.5/size 6.	2 14-Min. Halves. Overtime: 3 min. 1 min thereafter then sudden death. Ball size: 28.5/size 6 for 5 th & 6 th , 29.5/size 7 for 7th grade.
8 th - 12 th Grade (inc. Post Grads/Prep) All Girl divisions use 28.5/size 6.	2 16-Min Halves. Overtime: 3 min. 1 min thereafter. Ball size: 29.5/size 7. MS Girls with 8thgrade (16min)
Timeouts: -4 Full Timeouts for the entire games. -Overtime (1 additional Full Timeout) Halftime is 2 mins. Between game Warmup time is 5 minutes. Starting Games Early. All games will not be started earlier than 10 minutes before scheduled game time with both coaches in agreement.	

- II. **Official Team Rosters – must be submitted prior to start of first game**
- a. Maximum of 15 players. 1 Head Coach and 2 Assistant Coaches; coaches must be at least 18 years old. All bench personnel must be in dress code and listed on official roster to receive a coach's band that must be worn for the duration of tournament. Coach's band must be picked up at Check-In Reception during set time on Friday and/or Saturday – ID is required (**Coach's band will not be issued on Sunday**) – if any coach is not wearing a coach's band, they must purchase a spectator's band.)
 - b. Co-ed teams are allowed up to 6th grade boy's division; only up to 3 girls are allowed on a boy's team.
 - c. Player(s) can play up on multiple teams **only if they are playing under the same organization; player(s) cannot play on two or more different organizations in the same tournament; all games played for all organizations played will be automatically forfeited.** If their teams are playing at the same time, that player's coach must choose one team for them to play with and must complete that game. **Players cannot play on two or more teams (same organizations/teams) playing in the same division regardless of pools.**
- III. **Mis-conduct**
- a. Coaches and/ or players ejected for a reason other than fighting may not participate in their next game. **Ejected coaches and/or players must leave the facility within two minutes. Game will not resume until ejected coaches and/or players leave the facility. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).**
 - b. Coaches and/or players ejected for fighting will be suspended for the remainder of the event. This includes everyone leaving the bench. **Ejected coaches and/or players must leave the facility within two minutes. Game will not resume until ejected coaches and/or players leave the facility. Ejected coaches and/or players for fighting cannot enter any facilities being used for said event. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).**
 - c. Coaches and/or players ejected for a second time may be suspended for the remainder of the event and possible

- suspension of future events. *Ejected coaches and/or players must leave the facility within two minutes. Game will not resume until ejected coaches and/or players leave the facility. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).*
- d. If anyone on the bench leaves to engage with anyone, they will be suspended for the remainder of the event. *Players that leave the bench must leave the facility. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).*
 - e. If team(s) is (are) disqualified, the score of that game will stick. Teams that replace the disqualified teams will be eligible for bracket play.
 - f. **Spectators and parents are considered representatives for their organization/team. If they are ejected, the spectators/ parents from the organization/team will be suspended for the remainder of the event. The spectators/parents will have 2 minutes to leave the facility. If it exceeds 2 minutes, then that game for said team will be forfeited and disqualified. Coaches are responsible for their players, parents, and spectators to ensure great sportsmanship!**
 - g. **Spectators/ parents who proceed across the boundary lines of the court during any altercation of a game with players, referees, coaches, or any dynasty hoops staff member will be suspended for the remainder of the event. Subject to additional penalties**

IV. Tiebreakers

PD (Point Differential {+/-15} win or lose by, then PA (Point Allowed – lowest amount), then PS (Point Scored – highest amount). *Head-to-head may be applied.* Forfeit score is always 15-0. If 3 or more teams are in a tie and they all play each other, the team with highest PD/PA/PS gets the highest seed then head-to-head will be applied for the two remaining teams.

V. Technical Rules

All Technical fouls in any given contest are 2 free throws plus possession.

VI. Press Rule

- a. 2nd – 5th Grade: Team winning by 20 points or more must play defense behind the half court line. First offense: Warning. Second offense: 2 shot technical foul. ***Once the lead is dropped to 15 points or less, then the winning team can resume pressing.***
- b. 6th – Varsity: Teams winning by 25 points or more must play defense behind the half court line. First offense: Warning. Second offense: 2 shot technical foul. ***Once the lead has dropped 20 points or less, then the winning team can resume pressing.***

VII. Running Clock

- a. 2nd – 5th Grade: Team winning by 20 or more points, the clock runs ***from the 2nd half***. Once the lead is dropped to 15 points or less, then the clock will stop running.
- b. 6th – Varsity: Team winning by 25 or more points, the clock runs ***from the 2nd half***. Once the lead is dropped to 20 points or less, then the clock will stop running.

VIII. Bench Personnel & Dress Code

- a. All coaches must wear polo shirts or a team shirt. Must wear long slacks, khakis, joggers, or shorts. NO SLIDES, RIPPED JEANS, SANDALS, OR TANK TOPS. Must be dressed in a professional manner; all bench personnel must be wearing a coach's band to be on the bench. ***This will be strictly enforced.***
- b. A person must be at least 18 years of age to be on the bench.
- c. If a coach does not arrive by game time, a parent/ guardian, at least 18 years of age, may be able to sit on the bench until the head coach arrives.
- d. Players must take out all piercings to play.

IX. Uniforms

- a. Numbers can be 00, 0-99
- b. Teams must have light and dark colored jerseys.
- c. Home is the lighter color. Visitor is the darker color.

- d. If player(s) do not have appropriate jerseys, one technical may be assessed at the beginning of the game. ***It's the responsibility of the coach with the infraction to report it to the referee at the beginning of the game***; if both coaches agreed then no technical foul will be assessed.
- e. If more than one player is wearing the same jersey number, one technical foul may be assessed at the beginning of the game. ***It's the responsibility of the coach with the infraction to report it to the referee at the beginning of the game***; if both coaches agreed then no technical foul will be assessed.

X. Protest Procedures

All coaches are responsible to have a copy of their team(s) official Roster(s) and their team(s) official book(s) with every player's credential (report card, picture, and Birth Certificate) with them always; if the coach cannot produce protested player(s) credentials, player(s) is(are) allowed to participate on the team for the duration of the tournament. Automatic forfeit maybe enforced.

- a. Protest can be up to 10 minutes prior to game start time. If challenged player(s) arrives during game, you can protest up to 15 minutes after game has concluded.
- b. The Site Director will check challenged player(s) credentials at score table or a secluded area.
- c. If the protest is won, player(s) will not be allowed to play for duration of the tournament; if player(s) played more than one second, that game is an automatic forfeit and will not be continued.

List of accepted physical documents:

Copy of Birth Certificate

Report Card/ Progress Report

Photo ID (Current Headshot)