



**2022-2023**

## **Tournament Rules**

### **I. Playing Times**

<b><u>Grades</u></b>	<b><u>Length of game &amp; Ball size</u></b>
2 <sup>nd</sup> – 4 <sup>th</sup> Grade	2 12-Min. Halves. Overtime: 3 min. 1 min thereafter. Ball size: 28.5.
5 <sup>th</sup> – 7 <sup>th</sup> Grade	2 14-Min. Halves. Overtime: 3 min. 1 min thereafter. Ball size: 28.5 for 5 <sup>th</sup> & 6 <sup>th</sup> , <b>29.5 for 7<sup>th</sup> grade.</b>
8 <sup>th</sup> - 12 <sup>th</sup> Grade (inc. Post Grads/Prep)	2 16-Min Halves. Overtime: 3 min. 1 min thereafter. Ball size: 29.5.
<b><u>Timeouts:</u></b> -3 Full & 2 30 timeout for the duration of the game. -Overtime (1 additional Full Timeout)  <b>All Girl divisions use 28.5.</b>  Halftime is 2 mins.  Between game (Warmup time) is 5 minutes.	

### **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 6<sup>th</sup> grade boy’s division; only up to 3 girls are allowed on a boy’s team.
  - c. A player can play up on multiple teams **only if they are playing under the same organization**. 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 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 a representative 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

Technical fouls can be given for bad sportsmanship from the bench personnel or player.

All Technical foul in any given contest is 2 free throws plus possession.

#### VI. Press Rule

- a. 2<sup>nd</sup> – 5<sup>th</sup> 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 press.**
- b. 6<sup>th</sup> – 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 is dropped 20 points or less, then the winning team can press.**

## VII. Running Clock

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

## VIII. Bench Personnel & Dress Code

- a. All coaches must wear polos or a team shirt. Must wear long slacks, khakis, joggers, or shorts. NO SLIDES, RIPPED JEANS, SANDALS, OR TANK TOPS. Must be dress 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 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 maybe 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 maybe 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 the team book with all necessary credentials that game will be an automatic forfeit.**

- 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. Site Director will check challenged player(s) credentials at score table.
- c. If protest is won, that game is forfeited.

**List of accepted physical documents:**

Copy of Birth Certificate

Report Card/ Progress Report

Photo ID (Current Headshot)