

# **SPORTSMANSHIP**

- We will <u>NOT</u> tolerate negative conduct from coaches, players, or fans, toward opposing teams, game officials, and staff. Anyone displaying negative conduct will be held accountable. It is the coach's job to teach good sportsmanship as well as good basketball.
  - Coaches are responsible for the behavior of themselves, their players, and their parents.
  - A player or coach will be ejected if they receive two unsportsmanlike or a single flagrant foul.
  - Ejected players or coaches will not be allowed to participate in their next scheduled game.
  - If a player or coach is ejected from two games, they will be expelled from the league.
  - Any team that gets three unsportsmanlike technical fouls during a game will forfeit that game.
    - Exceptions: During championship games, two unsportsmanlike technical fouls will forfeit the game.

# **PLAYER REGISTRATION**

- All players must complete the Player Registration Form to be eligible to participate in the tournament.
  - Any player whose name is not on the team's roster before their first game will need to be cleared by the tournament director otherwise, they will not be eligible to play in the tournament.
- Team Rosters are "frozen" after the established deadline date of Friday, January 6, 2023!
  - Players may not play for more than one team
- All players should attend school in the grade/grade up in which they participate
- Teams using any ineligible players will forfeit any games in which that player participates.
- The Tournament Commissioners have the right to request documents to check a player's age/grade and will have the final say regarding any disputes.



# **GENERAL INFORMATION**

- Please have your team ready to play 10 minutes early before each game. If the games
  are running ahead of schedule, we will start your game early if both coaches agree and
  have all players present.
- Teams may PLAY a game with 4 players but must START with 5. A team will be given a
   5-minute grace period if they have less than 4 players at game time.
  - o After that period the game is ruled a forfeit.
- Free substitution will be allowed in all grades
- Home team will provide a game ball
  - o 6th-grade boys and lower divisions will use 28.5" ball.
  - All others use regular-size (29.5") ball.

# **GAME RULES**

- 10-second backcourt
- On ball 5-second count while dribbling is in effect (Front court only) Girls also
- A player is disqualified on the 5th personal foul
- Teams will shoot 1 & 1 on the 7th team foul of the half and 2 shots on the 10th team foul
  of the half
- Technical fouls count as a personal foul and a team foul.
- 2 technical fouls on any individual player or coach will result in an ejection from the game
- All players may enter the lane when the ball is released
  - 6 players in the lane plus the shooter below the top of the key

# **BENCH RULES**

- The home team will sit on the left side of the official score, facing the table from the floor
- A team may have on its bench only registered and eligible players in uniform and 2 nonplayers (head coach and assistant head coach)
- Violation of this rule shall result in a two-shot technician foul
  - The violator will be removed from the bench.



## **GAME TIME AND OVERTIME**

- 16 minutes RUNNING clock halves.
  - o 3-minute warm-up between games.
  - o 2-minute halftime
- Game clock stops last 2 minutes of the 2nd half UNLESS the lead is more than 15 points.
- First Overtime is 2 minutes RUNNING clock.
  - The 2<sup>nd</sup> overtime is sudden death.

# **TIME-OUTS**

• 2 full timeouts total per half, all are full timeouts of 60 seconds.

# **SCOREKEEPERS**

- Each team must provide their own non-coaching scorekeeper for each game.
  - Scorekeepers will be expected to track points and fouls for both teams.
  - Scorekeepers will not coach while they are doing the books for their team.
  - Home Team will be the "official book" unless the referee(s) rule otherwise.

#### **PRESS RULES**

- 6<sup>th</sup> grade and above
  - Backcourt press is allowed unless the winning team has a 15-point lead
  - Trailing team can still backcourt press
- 5<sup>th</sup> grade and below
  - Backcourt is allowed for in the last 2 minute of the last 2 minutes of BOTH HALVES
  - If the winning team's lead is more than 15 points
    - they will not be allowed to backcourt press until the lead is below 15 points.
  - Trailing team can still backcourt press



## **25 POINT RULE**

- If a team leads by more than 25 or more points at any time in the 4th quarter the visible score will be shut off for the remainder of the game.
- The score will continue to be kept in the scorebook.
- If this occurs in the 3rd quarter the scoreboard may be shut off by mutual agreement of both coaches.

## **TIE-BREAK PROCEDURE**

- In the event of team ties in the final standings, the following tie-break procedures will be used, in this order:
  - Head-to-head results
  - Record against team(s) ahead in the standings.
  - Total points allowed

Note: NO ADDITIONAL GAMES WILL BE PLAYED TO BREAK TIES!

## **PROTEST**

- A protest can only be made if a coach suspects that an opposing player(s) does not attend the school they play for.
  - Immediately notify the tournament directors (Coach Darick or Coach Ben) and explain the protest to them.
  - We will then notify the opposing coach and check their school id on the database
  - We will then notify both teams of our ruling by the next day.
- NOTE: Protests regarding the judgment of game officials or tournament directors will NOT be allowed.

## **RULES MODIFICATIONS**

 Renegades Basketball reserves the right to change, modify, add or delete any rule where it feels such action will benefit the tournament and its participants