

Coeur d'Alene Tribal Youth Council

Co-ed Blow-out Tournament

– Rules –

Revised 2/28/2013

Idaho State High School basketball rules and regulations will be in effect during all games with the following additions:

Division, Teams & Roster:

14 and under division: is for players who are age 14 years and younger. Players must be of appropriate age for the duration of the tournament.

18 and under division: is for players who are age 18 years and younger. Players must be of appropriate age for the duration of the tournament.

Jerseys: All teams must wear basketball jerseys during their games. Each jersey must have the same color and they must have numbers. Basketball shoes must be worn. All jewelry must be removed. Necklaces, earrings and watches can not be worn during the game. T-shirts with legible numbers will be allowed.

Rosters: Team roster must be submitted 30 minutes prior to each game. Team roster is limited to 10 (Ten) players. All players shall play for only one team per division. Teams will not be permitted to participate until all fees have been paid.

Coaches are the only ones permitted to make any roster changes. A team's roster becomes official and frozen at the start of the teams 2nd game.

The team coaches are entirely responsible to make sure that their players fully understand tournament rules and regulations. All coaches are responsible for having legal proof of age documentation. (i.e. student ID, drivers license or birth certificate)

Each participating team must have an adult coach on the bench at all times. All players must have signed a waiver/liability form and an official roster sheet prior to the start of the first game.

Players may compete on one (1) team per division; however, players 15 years of age or older may not play down in 14 & Under Division.

Rules & Regulations:

Start: Four (4) players are needed to start a game and are needed for a game to continue, you can not play with only three (3) players. A game can begin with four players comprised of 2 men & 2 women.

Teams will be allowed to play with any of the following:

3 females/2 males 2 females/3 males 2 females/2 males

If for any reason a team does not have a girl available to continue play a team must maintain with four (4) players – three (3) boys, one (1) girl. (This is after game clock has already started; game cannot start this way as per start rules above).

Game Clock: Games will consist of two (2) fifteen (15) minute halves with a running clock except during the last two (2) minutes of the each half.

Warm-up: Ten (10) minutes will be given to warm up with time permitting.

Half Time: Half time will be five (5) minutes.

Overtime: In the event of a tie at the end of regulation, overtime will be three (3) minutes with one (1) time-out per team. Second overtime, if needed, will also be three (3) minutes with one (1) time-out per team. Time-outs will not carry over from regulation or previous overtime. During the last two (2) minutes the game clock will stop on all fouls and violations, injuries, referee time-outs. A third overtime will be sudden death; meaning the first team to score a point wins. Sudden death overtime will start with a jump ball.

Time Outs: Each team will be given four (4) one (1) minute time outs per game and they will not carry over into overtime. In the case of overtime, one (1) time out will be given to each team.

Grace Period: A ten (10) minute grace period will be allowed for tardiness and then if a team does not have four (4) players to start the game by the end of the grace period a forfeit will be declared.

Personal Fouls: Players will be given five (5) personal fouls per game.

Bonus: Bonus shots will be given on the seventh (7th) team foul and the team will be in double bonus on the tenth (10th) team foul, per half.

Technical Fouls: All technical fouls will count as a personal foul. A player who receives a technical foul must pay the \$50 fine before he/she will be allowed back into the tournament. If a player receives a second technical foul during the same game, the player will be ejected from the remainder of the tournament. Three (3) technical fouls per team will result in forfeiture of current game.

Dunking is not permitted during pre-game warm-ups, at halftime, after the game, or during any other dead ball period. Dunking is permitted only during live ball game play. Hanging on the rim is prohibited at all times. Violators will be assessed a technical foul and are subject to immediate ejection.

Each player must approach the scorer's table to check in. Only the coach can approach it for any other reason. If a player not checked in on the official score sheet enters the game, the team will be assessed an automatic technical foul.

Harassing the officials or swearing will result in a technical foul. If harassment continues, a technical foul or ejection may occur.

Any official or Director may disqualify any player for any reason they feel is excessively inappropriate, disrespectful, or disruptive.

If a player receives a technical foul and does not pay the fine to enter back into the current game must pay before entering the next game. Player can not play until he/she pays the fine.

3-Pointers: High School 3-point line will be utilized in all games.

Full court pressing and zone defenses are allowed.

Teams are not allowed onto the gym floor until their scheduled game; all participants must wait on bleachers or to the side. Gym floor is for players only. Please help in keeping spectators off the floor.

In the case of unforeseen circumstances, the Tournament Director and the Coeur d'Alene Tribal Youth Council reserves the right to cancel or change scheduled times of games.

Boys may play defense on girls. Boys will be called for fouls if playing overly aggressive.

Mercy Rule:

The "Mercy Rule" is only in effect for the loser's bracket.

If point spread is thirty (30) points or more with five (5) minutes left in the second (2nd) half, the game is over and is considered a "BLOW-OUT."

Code of Conduct:

All participants, coaches and spectators shall refrain from using profanity or verbal abuse towards other players, coaches, spectators, referees and the tournament staff.

This is a Drug and Alcohol Free Event. No alcoholic beverages or drugs are allowed on the premises. Any coach or player(s) engaged in the use of alcohol or drugs will be disqualified from further participation in the tournament.

Team coaches will be responsible for the conduct of their players. Teams and spectators shall abide by the tournament rules and regulations.

Sportsmanship is number one. We are only playing for prizes and no one has an NBA contract that is playing in the tournament. It is not right, appropriate or very dignified to get out of control when what is important is how well our kids handle defeat as well as the victory.

Please make sure everyone is at their best behavior.

Fighting:

Fighting is an attempt to strike an opponent with the arms, hands, legs, feet or a combative action by one or more players, a coach or other team personnel. Any member or team personnel who participate in a fight shall be immediately suspended from the game for the duration to be determined by the Tournament Director and their Associates. Length of suspension will be assessed on an individual basis and will be at the full discretion of the Tournament Director and the Coeur d'Alene Tribal Youth Council and Staff.

Let it be known that spectators and visitors who elect to involve themselves in a fight during a game, will be suspended from both facilities for a length of time to be determined by the Tournament Director and the Coeur d'Alene Tribal Youth Council.

Should any team, player(s) or coach be disqualified from tournament play, there will be no refunds.

Food & Drinks:

Only water or sports drinks are allowed in the stands or gym floor. All other food and drinks must be consumed in the designated areas. Please put garbage in their proper receptacles. Help us to keep a clean facility.

Shooting Around:

There is NO SHOOTING AROUND on any of the gym floors between games or at half time. (Except for the two scheduled teams playing)

This will allow us to maintain a clean gym floor without having to sweep after every game.

Protest Procedure:

Only the opposing teams' coach who is playing the scheduled game can protest a player's eligibility. Player eligibility protest must be taken to the scorers table before the start of the game. Documentation/proof must be presented upon request. If the coach cannot provide proper proof of age for their player(s) being protested, then player(s) will not be allowed to participate until proof is provided.

The game will not be stopped to handle the protest. If the player(s) show up late and the opposing teams coach wants to protest the player(s). That protest will take place at half time only. If the player(s) being protested at half time cannot provide proper proof of age then the player(s) must sit until proof can be provided and that team will be charged with a technical foul. As a result, the opposing team will get two free throws and the ball.

The Tournament Director, Coeur d'Alene Tribal Youth Council, tournament staff, the Coeur d'Alene Tribe and the Coeur d'Alene Tribal Wellness Center are not responsible for any personal items that are left behind, lost or stolen.

The Tournament Director, Coeur d'Alene Tribal Youth Council reserves the right to cancel a game or refuse service to any team/player.