



Rules and Regulations

1. Entry Form, along with money order or cashiers check, must be received 10 days before start of tournament.
 - A. Roster may not be changed after the start of your first game. An updated roster must be turned with any changes before start of first game.
 - B. A player may only appear on one roster in the same grade division
 - i. If a player appears on two rosters in the same grade division, he is committed to playing for the team that he plays his first game with. He is then ineligible to play on the other team.
 - ii. If the player in question plays for the another team in that same grade division, that team will forfeit the game in question.
 - C. If less than four teams are entered into a division, those teams will be paired in the same pool, but will play in the next older division during the championship and shootout rounds, unless specified not to be moved up in writing when entry is made.
2. A copy of grade cards/birth certificates must be brought to the tournament. The coach must have them available in case of protest.
 - A. Please check player eligibility at www.carolinayouthbasketball.com
 - B. A protest of a player must be done in writing and accompanied by a \$ 100.00 cash deposit. Coach of the player in question will then be required to show copies of grade card/birth certificate. If the coach is unable to produce proof of player's grade and age before the teams next game, the player in question will be declared ineligible and his team will forfeit the previous game.
 - C. If protest is denied, the \$ 100.00 deposit will be donated to the host school of tournament.
3. All teams are guaranteed three scheduled games.
4. All teams will have either 2 or 3 scheduled Pool Play games to determine seeding.
 - A. Top two teams from each pool will advance into the Tournament Championship Round
 - B. All 3rd place teams in each pool will advance into the Tournament Shoot- Out
 - C. 4th place teams in each pool will not advance
5. AWARDS
 - A. Team awards will be presented to the top 3 teams in the Tournament Championship Round as well as the Championship Team in the Shoot Out.
 - B. Individual awards will be presented to the players on the top two teams in the Tournament tie please check with tournament manager.
6. TIE BREAKING PROCEDURES
 - A. Please check the tie breaking procedure on the web site and at the tournament. If you are involved in a tie please check with tournament manager.
7. REPORTING SCORES
 - A. Coaches of the winning team are required to call in their score to tournament headquarters. Phone Number will be posted at the tournament.
8. LENGTH OF GAMES
 - A. All games in the 3rd-4th-5th-6th grade boys divisions will be played in two 12 minute halves.
 - B. All games in the 7th-8th-9th-10/11th grade boys divisions will be played in two 14 minute halves.



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9. CLOCK

- A. The clock will stop on every whistle and stay stopped until the ball is back in play. If a team is behind by more than 20 points in the 2nd half, the clock will continue to run, except on shooting fouls and time outs. If the team behind cuts the lead to under 20 points the clock will go back to being stopped on every whistle.

10. GAME BALL

- A. Women's size ball (28.5) will be used for the 3rd-4th-5th-6th grade boys and all girls divisions.
- B. Men's size ball (29.5) will be used for the 7th-8th-9th-10/11th grade boys divisions.

11. GRACE PERIOD

- A. Game time is game time. Teams will be given a five minute grace period. If your team is not ready to play by that time, the game will be a forfeit with the official score of 15 - 0.
 - i. A team may start and finish the game with less than 5 players.
- B. If a site is running ahead of schedule, both coaches can agree to start the game early. If both do not agree game will start as scheduled.

12. SCOREKEEPERS

- A. Each team will provide a scorekeeper and sit at the scorer's table. The first team listed is the home team and is the official book.

13. TIME OUTS

- A. Each team will receive five 30 second time outs per game. No time outs will be added for overtime games.

14. OVERTIME PERIODS

- A. First overtime period is three minutes long. Each overtime period after that will be one minute long.

15. DUNKING

- A. Players are permitted to dunk the basketball during the games, although pulling on the rims will be strictly enforced.
- B. During warm ups, halftime and after games, NO DUNKING will be permitted. The site director and/or game officials may assess a technical foul for any violation of this rule. If violation occurs after a game, technical foul will be administered before start of next game.

16. SITE/GAME TIME CHANGES

- A. The tournament Director has the right to change a game site or game time at his/her discretion. Please re-check the website on Thursdays before tournament.

17. SUSPENSIONS

- A. Any player or coach that is ejected must sit out their next scheduled game.
- B. The tournament director has the right to remove from the tournament any player, coach or fan that displays improper behavior.
 - i. Any player, coach or fan that refuses to leave when asked will result in the team forfeiting the game.

- 18. If for any reason, including but not limited to power outages, tournament has to be canceled or cannot be completed, a \$ 50.00 processing fee will be held to cover expenses, plus \$ 75.00 per game played by your team. Any team playing three games will be considered participating in a completed tournament.

- 19. FOR ANY RULES NOT COVERED, PLEASE REFER TO YOUR STATE HIGH SCHOOL RULE BOOK.