

**13th Annual Boone Roundball Classic
March 13-15, 2015**

**Tournament Rules & Regulations
-- Boys --**

1. Age/Grade Divisions

Competition in boys' basketball shall be in the following age divisions:

American Division:

3rd Grade; 4th grade; 5th grade; 6th grade; 7th grade; 8th grade; 9th/10th Grade; 11th/12th Grade Division

National Division:

9U; 10U; 11U, 12U, 13U, 14U

2. Age Determining Date/Grade Exemption Rule

American Division: The Old 2014 AAU age rules will apply.

3rd Grade Division

An athlete must be in the 3rd grade as of October 1, 2014 and can be no older than 10 on August 31, 2015. An athlete that is in the 4th grade as of October 1st, 2014 wanting to play down in the 3rd grade division, can be no older than 9 on August 31, 2015.

4th Grade Division

An athlete must be in the 4th grade as of October 1, 2014 and can be no older than 11 on August 31, 2015. An athlete that is in the 5th grade as of October 1st, 2014 wanting to play down in the 4th grade division, can be no older than 10 on August 31, 2015.

5th Grade Division

An athlete must be in the 5th grade as of October 1, 2014 and can be no older than 12 on August 31, 2015. An athlete that is in the 6th grade as of October 1st, 2014 wanting to play down in the 5th grade division, can be no older than 11 on August 31, 2015.

6th Grade Division

An athlete must be in the 6th grade as of October 1, 2014 and can be no older than 13 on August 31, 2015. An athlete that is in the 7th grade as of October 1st, 2014 wanting to play down in the 6th grade division, can be no older than 12 on August 31, 2015.

7th Grade Division

An athlete must be in the 7th grade as of October 1, 2014 and can be no older than 14 on August 31, 2015. An athlete that is in the 8th grade as of October 1st, 2014 wanting to play down in the 7th grade division, can be no older than 13 on August 31, 2015.

8th Grade Division

An athlete must be in the 8th grade as of October 1, 2014 and can be no older than 15 on August 31, 2015. An athlete that is in the 9th grade as of October 1st, 2014 wanting to play down in the 8th grade division, can be no older than 14 on August 31, 2015.

9th/10th Grade Division

An athlete must be in the 9th/10th grade as of October 1, 2014 and can be no older than 17 on August 31, 2015. An athlete that is in the 11th grade as of October 1st, 2014 wanting to play down in the 10th grade division, can be no older than 16 on August 31, 2015.

11th/12th Grade Division

An athlete must be in the 11th -12th grade as of October 1, 2014 and can be no older than 19 on August 31, 2015.

National Division:

9 & UNDER DIVISION

An athlete can be no older than 9 on August 31, 2015.

10 & UNDER DIVISION

An athlete can be no older than 10 on August 31, 2015.

11 & UNDER DIVISION

An athlete can be no older than 11 on August 31, 2015.

12 & UNDER DIVISION

An athlete can be no older than 12 on August 31, 2015.

13 & UNDER DIVISION

An athlete can be no older than 13 on August 31, 2015.

14 & UNDER DIVISION

An athlete can be no older than 14 on August 31, 2015.

*****Coaches must have with them at all times, each players birth certificate and a current school years report card.*****

3. Player Participation

A player may participate on **ONLY ONE TEAM** in the Boone Roundball Classic.

4. Player/Team Disqualification

Coaches are responsible to see that their team meets all eligibility requirements. If a player is found to be ineligible prior to start of a competition, the player will be expelled from the competition and the team will continue. If a player is found to be ineligible after the competition has started, the player will be expelled from the competition and the

team will forfeit all games in which ineligible player participated. The team may continue to participate, if applicable, without the expelled player.

5. Game Rules

a. If game is tied at end of regulation play, one overtime period of 2 minutes will be played with clock being stopped. If game is still tied, overtime period is cut to one minute (clock stopped).

b. Running Clock: At the time one team gains a lead of thirty(30) or more points on opposing team, the clock will not be stopped (except for a time out) until the trailing team brings the point difference to twenty(20) points or less.

c. Any team who forfeits a game shall receive an official recorded score of 15-0.

d. The team that is listed first on the schedule for pool play will be the home team. The higher seeded team will be the home team during bracket play. If the seeds are equal, the team on the bottom of the bracket will be the home team. The home team will wear light colored jerseys and supply the game ball.

e. All other rules that are not stated above will follow the NHSF (National High School Federation) rules.

6. Basketball Size

The ~~W~~omen's basketball shall be used for all 3rd- 6th grade and 9U . 12U age division competitions. Circumference shall be 28.5. 7th grade/13U and up will use a regular men's basketball.

7. Playing Times

Divisions	Halves	Overtime Period	Full Timeouts	30's
3 rd Grade/9U	12 min.	2 min.	3	2
4 th grade/10U	14 min.	2 min.	3	2
5 th grade/11U	14 min.	2 min.	3	2
6 th grade/12U	14 min.	2 min.	3	2
7 th grade/13U - 11 th /12 th grade	16 min.	2 min.	3	2

Timeouts listed are for entire game, not each half. Teams in overtime awarded 1 extra full timeout per overtime period played. Overtime period clock is stopped, not running.

Game time: The game time will also be the forfeit time. No grace period will be allowed.

Halftime: Five (5) minutes in length

Minimum pre-game warm-up time: Five (5) minutes

Teams must arrive thirty (30) minutes prior to game time.

8. Bench Personnel

Only those persons whose names appear on the official roster form may sit on the players' bench. This is limited to 15 players and no more than 4 other persons (coaches, trainers, score keepers, etc.) for a maximum of 19 persons. Only the head coach may stand during the game.

Each team (home/visitor) will be required to provide a scorekeeper for each game. Teams will provide use of their own scorebooks. The scorekeeper will be required to sit at the scorer's table and be subject to the jurisdiction of the game officials. The home team scorekeeper will be designated as the official book.

9. Ejections

Any player, coach, or spectator who is ejected by the official or game administration for fighting will be prohibited from playing or attending their next scheduled game. Any player, coach, spectator or other who is ejected (i.e. flagrant foul) or disqualified (i.e. receiving 2 technical fouls) from a game shall be prohibited from playing or attending their next scheduled game. Note, if said coach is working with more than 1 team, they must sit out next scheduled game of whichever team plays next. Any player or coach who receives one (1) technical foul will not be prohibited from playing or coaching their next scheduled game. The head coach loses his coaching box privileges for any game in which he receives a technical foul.

10. Disqualification

A team and/or player are subject to immediate disqualification from the tournament for any misconduct deemed inappropriate, unacceptable, unsafe and/or abusive by the tournament staff. This includes but is not limited to defacing and/or destruction of hotel/restaurant or playing site property, trashing team bench area, fighting, unsportsmanlike play and/or conduct, or ineligible players. Any disqualification is the sole decision of the Host Tournament Officials. No refunds will be issued in the event of disqualification.

11.1 Protests

Any protest must be communicated immediately to the Site Supervisor/Director. Protests must be submitted in writing and be accompanied by a \$50.00 cash fee. A committee will consider all protests as soon as possible. Protests pertaining to an official's judgment call will not be considered.

12. Coaches' Ethics

The coach must be aware that he/she can be either a positive or negative influence upon the development of the athlete. In all of their personal contacts with athletes, officials, parents, the media, and the public, the coach shall strive to set an example of

the highest ethical and moral conduct. In keeping with that goal, the following ethical guidelines should be observed during the Boone Roundball Classic:

- a. The coach shall never place the value of winning above the value of instilling the highest desirable ideals of character.
- b. The coach must always consider the personal safety of the athlete.
- c. The coach shall be thoroughly acquainted with the rules and regulations of competition, and shall be responsible for their interpretation to team members. The coach shall not try to seek an advantage by circumventing the spirit or letter of the rules.
- d. Game officials shall have the respect and support of the coach. The coach shall not indulge in conduct, which will incite the players or spectators against the officials. Public criticism of the officials or players is unethical.
- e. The coach should respect his opponents, display gracious behavior during competition and require his players to conduct themselves in similar fashion. Before and after the contest, rival coaches should meet and exchange friendly greetings to set the correct tone for the event.
- f. Coaches shall actively use their influence to enhance sportsmanship by spectators.
- g. The coach shall take an active role in the prevention of drug, alcohol and tobacco abuse, and shall under no circumstance authorize their use.

13. Sportsmanship

It is the obligation of coaches, players, administrators, volunteers and other representatives of the Boone Roundball Classic to practice the highest principals of sportsmanship and to observe the ethics of competition. Good sportsmanship is defined as qualities of behavior, which are characterized by courtesy and genuine concern for others. The display of good sportsmanship is a statement of the individuals understanding and commitment to fair play, ethical behavior and integrity.

14. Tie Breaker System:

- 1) Head to Head Play: The team that wins the head to head competition between the two tied teams will move on.
- 2) Point System: A point differential system will be used if three or more teams are tied. Teams will receive a maximum of + 15 points for a win and a maximum of . 15 points for a loss. The team with the most positive points will be first followed by the next most positive point total. If two teams are still tied, they would revert to the first tie breaker system.

3) Defensive Point System: A total Defensive point system will be used if three teams are still tied. If two are still tied, they would revert to the first tie breaker system. Example: Team A is 2-1 with wins of 56-32 & 64-45 and a loss of 56-64. Total defensive points determined are 141. Repeat the same procedure for the remaining two teams. The team with the lowest points allowed will determine the teams order of placement.

16. The Tournament Directors reserve the right to adjust tournament rules to preserve the spirit of competition at any point for any reason.