

# Cedar Park Christian Fall Classic Basketball Tournament

## Nov 13 & Nov 15, 2015 - Tournament Rules

Tournament games are played at Cedar Park Christian School or other determined venues. Please consult the website [www.cpchoops.com](http://www.cpchoops.com) along with court designations on Game Schedules.

### Tournament Rules:

#### GAME TIME:

1. Two 20 minutes running clock halves unless otherwise stated. Running clock will remain stopped when a free throw is administered directly after a time out. Clock will be started again when the ball becomes live.
2. Stop clock last two minutes of each half unless a team is ahead by 20 pts.

#### TIMEOUTS:

1. Two timeouts per half. 1 full timeout and 1 30 second timeout. Time outs do not carry over to the second half.
2. Timeouts do not carry over to overtime. Each team will be given one timeout in the first overtime.

#### OVERTIMES:

1. First overtime is 2 minutes.
2. 2<sup>nd</sup> overtime is sudden death.

#### PRESS & ZONE DEFENSE RULE:

1. Teams may full court press until they are ahead by 20 points.
2. Teams may return to full court pressing once the score drops to 15 or below.
3. Man to Man defenses mandated for grades 3<sup>rd</sup>-6<sup>th</sup>. These grades may full court press but only man to man and no trapping.
3. Half court trapping is allowed at all times for 7<sup>th</sup> & 8<sup>th</sup> only.
4. Zone defenses (including Zone presses/traps) are allowed for 7<sup>th</sup>-8<sup>th</sup> grade only.

#### WARM-UPS AND HALF TIMES:

1. Warm up times are 5 minutes. Half times are 4 minutes. Warm-up times and Half times may be shortened if games are running behind schedule.

#### FOULS AND TECHNICAL FOULS:

1. Players will be disqualified on the 5<sup>th</sup> personal foul.
2. One and one will be shot on the 7<sup>th</sup> team foul.
3. Double bonus will be shot on the 10<sup>th</sup> team foul.
4. Technical fouls will result in two points and loss of possession of ball.
5. Technical fouls count as team fouls, and personal fouls.
6. Flagrant fouls are same as technical fouls.

#### BALL SIZE:

1. 4<sup>th</sup> through 6<sup>th</sup> grade boys will use the 28.5 size ball.
2. 7<sup>th</sup>-9<sup>th</sup> grade boys teams will use the 29.5 size ball.

#### GAME DISPUTES:

1. Tourney director will settle all disputes at the time of the disputes.
2. Coaches will not be allowed to file protests.

#### TIE BREAKERS:

1. First tie breaker is head to head results.
2. 2<sup>nd</sup> tie breaker is total points difference for games played in Pool. Maximum point differential per game for this tiebreaker is 20 points.
3. 3<sup>rd</sup> tie breaker is Total Points Scored.
4. 4<sup>th</sup> tie breaker is Total Points Allowed.

#### SPORTSMANSHIP:

1. Officials or tournament director may remove any player, coach, or fan whom he or she feels is demonstrating unsportsmanlike conduct.
2. Anyone receiving two technical or flagrant fouls will be removed from the gym and will not be allowed to participate in the balance of that tournament.
3. Any fan asked to leave the gym will be banned for the entire tournament.
4. There are no refunds to anyone who is removed from the gym.

#### ADMISSIONS & CONCESSIONS:

1. \$5 adults and \$3 for students under 18 and seniors over 55 will be charged each day of the tournament.
2. Players and coaches will not be charged admission. There will be a limit of two coaches per team that are not charged admission.
3. Concessions will be provided at some of the venues.
4. Each team must be prepared to provide one parent/coach to work at the score table for each of their games.

#### PLAYERS:

1. Players may play up a grade but never down a grade.
2. Players are allowed to play on two different teams provided the student is playing up a grade with the other team. Players are not allowed to play on two different teams within the same division.
3. Teams having multiple grades on their team must play at the highest grade level. For example, if you have nine 5<sup>th</sup> graders on your team and one 6<sup>th</sup> grader you must play in the 6<sup>th</sup> grade division.

#### ROSTERS AND CHALLENGES:

1. The first game a player plays in during any tournament is determined to be the only team he may play for during the tournament.
2. Should a player's age/grade be challenged their coach must provide one or all of the following a) ASB card, b) birth certificate, c) AAU card. We prefer ASB cards as they provide a picture, grade, and the year the card was issued.

#### AWARDS:

1. Cedar Park provides up to 10 t-shirts to the first place team in each division. If your roster is larger than 10 you will be responsible for providing shirts for any players over 10. First Place coaches get a trophy or plaque.

#### MISC:

1. I reserve the right to make any decision I feel fair and appropriate should an issue arise not covered in the rules above.

Thank you – Adam Lynch & Bill Marsh – Tournament Directors