



Tournament Rules

All UIL rules will be followed for tournament games with the following exceptions and amendments.

Timing

Boys

7th Grade & Above- 7 minute stop clock quarters

4th - 6th Grade- 6 minute stop clock quarters

3th Grade & Below - 18 minute running clock halves - Stops last 1 minute of each half

Girls

9th Grade & Above- 7 minute stop clock quarters

7th - 8th Grade- 6 minute stop clock quarters

6th Grade & Below - 18 minute running clock halves - Stops last 1 minute of each half

Halftime is 3 minutes for all divisions, as time permits.

For all divisions 6th grade & below the clock will run in the 2nd half if there is a lead of 15 or more points. The clock will stop once the lead is below 12 points.

For all divisions 7th grade & above the clock will run in the 2nd half if there is a lead of 20 or more points. The clock will stop once the lead is below 15 points.

Overtime

A 2 minute stop clock overtime will be used if the score is tied after regulation. Teams will be granted 1 timeout. Timeouts from regulation do not carry over.

In the 3rd overtime period and beyond, the first team to score wins.

Timeouts

Each team receives two 30 second timeouts per half. Timeouts do not carry over between halves. Players will be allowed to sit during timeouts.

Fouls & On-Court Conduct

A team will shoot 2 free throws once 10 team fouls have been accumulated. There is NO single bonus (1 & 1) after 7 team fouls.

If a player is ejected from a tournament game they are ineligible for their team's next game (this does not apply if a player fouls out).

If either a coach or player accumulates 3 technical fouls over the course of the tournament, they will not be allowed to participate or coach for the remainder of the tournament.

If a coach is ejected from a game by the officials, he/she must immediately leave the playing area. If the coach complies with the officials & tournament staff promptly, he/she will be allowed to coach the next game - if a coach is uncooperative, he/she may not be allowed to coach for the duration of the tournament.

Team Responsibilities

The designated home team should wear white or lighter colored jerseys and provide the official game ball. The home team is listed first on the bracket.

Spectators are encouraged to actively cheer their teams, but are not permitted to disparage opposing players or coaches, nor heckle the officials.

We expect all individuals to conduct themselves in accordance with the Spurs and All American Sports core values.

1. Integrity - Doing the right thing
2. Success- Working hard to achieve goals
3. Caring- Consideration of others

Any party exhibiting behavior inconsistent with Spurs/AAS values may be subject to immediate removal from the tournament without refund. Such actions would include: Use of profanity, threatening or violent action, failure to comply with staff or security instructions, or any other behaviors deemed to be sufficiently inappropriate as to merit removal from the tournament by either the site director or tournament director.

Tiebreak Procedures

If 2 teams are tied in the standings, the team who won the head-to-head matchup will win the tiebreaker.

If 3 or more teams are tied, the aggregate point differential, or positive points, from all tournament games will be used to determine all 3 teams' final standing.

Example

Team A +3, -8, +15	Total	+ 10
Team B -5, +9, +1	Total	+ 5
Team C +15, +15, -1	Total	+ 29

1st - Team C
2nd - Team A
3rd - Team B

Positive points are awarded based on the final score of tournament games. Teams can accumulate a maximum of 15 positive points per game. Games won by forfeit will result in 1 positive point.

Player Protest

Only the head coach may protest another team's player. The protest must occur prior to the start of the game or within 15 minutes of its conclusion. The protest fee is \$100 per player. The protest fee and the challenging team's credentials must be turned in before any action is taken by the tournament staff. The player being protested must produce proof of age and proof of grade. If the protest is lost or no documentation is produced, the player is ineligible to compete in the tournament. If the player's age and grade are both validated, the \$100 is forfeit and the player shall be eligible.

Basketball Size Regulation

All Girls Divisions - 28.5 Ball
6th Grade Boys & Below - 28.5 Ball
7th Grade Boys & Above - 29.5 Ball

Credentials

Teams must bring proof of age AND a proof of grade to the tournament.

Age: Birth Certificate, Driver's License, Passport.

Grade: Report Card, School ID/w Grade.

We will accept a physical or digital copy.

Proof of grade AND age must be available for AAS/ Spurs representatives in order to check in. Failure to have information at the event may result in player ineligibility, game forfeiture or team disqualification. Additionally, any team that will play in a championship game will need their credentials present. They will be checked before the game.