

## Riverside Invitational Tournament - RULES & FORMAT:

Teams must arrive 45 MINUTES prior to scheduled game time.

(We will start a game 15 minutes early if court is available.)

**Please be prepared to provide a copy of each player's birth certificate or state ID and most recent report card (if using a grade exception).**

### All games will be played as follows:

- All games use stop clocks:

2<sup>nd</sup> Grade/8U Division: 2 (12 Minutes) Halves

3<sup>rd</sup> Grade/9U Division: 2 (12 Minutes) Halves

4<sup>th</sup> Grade/10U Division: 2 (12 Minutes) Halves

5<sup>th</sup> Grade/11U Division: 2 (14 Minutes) Halves

6<sup>th</sup> Grade/12U Division: 2 (14 Minutes) Halves

7<sup>th</sup> Grade/13U Division: 2 (14 Minutes) Halves

8<sup>th</sup> Grade/14U Division: 2 (14 Minutes) Halves

10<sup>th</sup> Grade/16U Division: 2 (16 Minutes) Halves

- Timeouts:

Each team receives (1) 30 second & (1) 60 second time out per half, NO carry over

One additional 30 second time out is available in OT, NO carry over to further time outs

- Fouls:

5 per player

1&1 Bonus: 10 team fouls

Double Bonus: 13 team

- Warm-ups:

Pre-game: 4 minutes | Halftime: 2 minutes

- Technical Fouls:

1st technical foul assessed to a coach or player: no additional penalty than the technical foul

2nd technical foul: the player or coach does not participate in the remainder of that game

- 20 Point Lead:

With team leads of 20 points or more, timekeeper will institute a running clock; stop time will resume if lead drops below 20.

With team leads of 20 points or more in under 2 minutes, game will be called.

*All based on referee/tournament director discretion!*

### Team Responsibilities:

- Each team is allowed two coaches and all (up to 12) players with free admission

- Any and all additional coaches will pay the price of admission

- Game Ball:

- 28.5" sized basketball will be used for 8U - 12U, unless coaches of both teams agree to use regulation size ball

- All other divisions will use regulation size ball

- Home team will supply the game ball

- Each team must bring their own warm-up balls

- Home Team is listed on the left/bottom of the game schedule, sits on the left bench facing the scorekeeper and wears light color uniform
- Visitor Team sits on the right bench facing the scorekeeper and wears dark color uniform
- Game Start Times & Forfeits:
  - All games will start promptly as specified on the tournament schedule, or will be forfeited by the team not ready to play after (10) minutes of the scheduled game starting time.
  - If team who is on time chooses to play the game, they will be awarded 1 point for each minute the other team is late. So if the team is 15 minutes late, the on-time team is awarded 15 points – and 15 minutes is taken off the clock (therefore, only the 2nd half of the game will be played).
  - Teams can begin the game with less than five players; a team not ready to start their game jeopardizes forfeiting the game.
  - At referee's discretion, time outs and/or halftime may be eliminated due to games not starting on time. The late team will be penalized first. Both teams will be penalized when both teams are late (If both teams are later than 12 minutes, only the 2nd half of the game will be played or a 30 minute run time with only 1 time out per team).
  - *This is at the sole discretion of the referees to keep the games on time!*
  - All forfeits are a 15-0 win
- Teams playing without 5 players:
  - Teams are allowed to continue playing with less than 5 players if the team is winning. The winning team can continue playing with up to 4 player to maintain their lead and secure a win.
  - Teams are not allowed to play with less than 5 players if the team is losing. The game is automatically over once the team with only five players falls to 4 players and a win is awarded to the team who is ahead in the game.
- Uniforms:
  - Each team must wear uniforms/jerseys that are of the same color and with numbers designated on the front or back
  - Failure to do so will result in technical fouls for each player without the proper color and a number
  - Players are not allowed to wear any jewelry, watches, bracelets, necklaces, earrings, etc., during the game; tape or Band-Aids over earrings and other jewelry is not allowed
- Food/Drinks:
  - No food or drinks allowed on the courts – only water/Gatorade is allowed on the bench
  - Teams must clean their own bench area after each game

**Tie Breaker:**

1. Head-to-head
2. Point differential (with 15 points being the maximum allowed)
3. Lowest total points allowed
4. Coin Toss

## **Player Eligibility Rules**

Grade/age eligibility requirements apply:

### **8U/2nd Grade Division**

An athlete must be in the 2nd grade as of October 1, 2017 and can be no older than 9 on August 31, 2018. For an athlete that is in the 3rd grade as of October 1, 2017 wanting to play down, they can be no older than 9 on August 31, 2018.

### **9U/3rd Grade Division**

An athlete must be in the 3rd grade as of October 1, 2017 and can be no older than 10 on August 31, 2018. For an athlete that is in the 4th grade as of October 1, 2017 wanting to play down, they can be no older than 10 on August 31, 2018.

### **10U/4th Grade Division**

An athlete must be in the 4th grade as of October 1, 2017 and can be no older than 11 on August 31, 2018. For an athlete that is in the 5th grade as of October 1, 2017 wanting to play down, they can be no older than 11 on August 31, 2018.

### **11U/5th Grade Division**

An athlete must be in the 5th grade as of October 1, 2017 and can be no older than 12 on August 31, 2018. For an athlete that is in the 6th grade as of October 1, 2017 wanting to play down, they can be no older than 12 on August 31, 2018.

### **12U/6th Grade Division**

An athlete must be in the 6th grade as of October 1, 2017 and can be no older than 13 on August 31, 2018. For an athlete that is in the 7th grade as of October 1, 2017 wanting to play down, they can be no older than 13 on August 31, 2018.

### **13U/7th Grade Division**

An athlete must be in the 7th grade as of October 1, 2017 and can be no older than 14 on August 31, 2018. For an athlete that is in the 8th grade as of October 1, 2017 wanting to play down, they can be no older than 14 on August 31, 2018.

### **14U/8th Grade Division**

An athlete must be in the 8th grade as of October 1, 2017 and can be no older than 15 on August 31, 2018. For an athlete that is in the 9th grade as of October 1, 2017 wanting to play down, they can be no older than 15 on August 31, 2018.

### **16U/10th Grade Division**

An athlete must be in the 10th grade as of October 1, 2017 and can be no older than 17 on August 31, 2018. For an athlete that is in the 11th grade as of October 1, 2017 wanting to play down, they can be no older than 17 on August 31, 2018.

## Other Rules:

### Sportsmanship:

Coaches are responsible for the actions of themselves, their players and their fans. Inappropriate behavior will not be tolerated. Unsportsmanlike conduct may result in game and/or tournament forfeiture (tournament fees will not be refunded). Tournament director reserves the right to refuse admission or remove from the tournament premises any individual displaying inappropriate behavior.

### Protests:

All protests must be submitted in writing with \$100 cash before playing a particular team to the tournament director (**we will not accept a protest after a team loses to a particular team**). The protesting team's \$100 will be refunded if the protest is upheld, and forfeited if the protest is not upheld. **Teams being protested must produce a valid birth certificate and a current semester report card on demand.** Failure to produce all documents will result in an automatic player disqualification and the team forfeiting all games the disqualified player played in. A final decision will be made by the tournament director and will not be subject to any further discussion.

### Daily Admissions:

\$25 - Weekend Pass

\$15 - Daily (Adults)

\$5 - Daily (Children, Ages 5-10)

Free - Children under 5 years old

Only 2 **participating** coaches and 12 players have free admittance