



## Genesis Classic Basketball Tournament 2018 Tournament Rules

### Tournament Style of Play

Welcome to the Genesis Classic! Please read the rules and understand them as they are much different than what we are used to in Canada. The games are quick, up tempo, and highly paced so our teams can get as many different looks and game situations as possible. We have done our BEST to eliminate back to back games, but some teams WILL have them. We cannot move or change them as some divisions dictate back to backs with the number of teams. Keep in mind, playing a back to back is like playing 1 full FIBA game, most teams actually prefer this.

1. Each game will consist of two 22-minute **running** time periods. The clock will be stopped only for time-outs throughout the game. **EXCEPTION:** During the final ONE (1) minute of the first period and the final TWO (2) minutes of the second period, the clock will be stopped for all rules mandated stopped clock situations (including free throws and time-outs) if the score is within 20 points.
2. Each team will be allowed one (1) full time-out in each half (Time-outs do NOT carry over). Timeouts must be called at dead balls, FIBA rules apply, not NCAA.
3. Halftime will be 3 minutes.
4. All teams must be ready to play at the designated times. If time permits, warm-up may be available at the game site before the start of the game.
5. There is a 5 minute forfeit rule in effect throughout the tournament. If a team is not on site and ready to play five minutes after the designated game time, the tournament director may at his/her discretion thereafter, rule a forfeit. (Note: Any forfeited game will count towards the minimum five game guarantee.)
6. No Press Rule: A team that is 20 points ahead cannot full court press. The team may pick up its opponent after they have crossed the half court line. One warning will be given to the bench prior to a technical being assessed.
7. Zones: Full Court and Half Court zones are allowed in U17 and U15 divisions. U13 and U11 teams divisions are not allowed to run any Zones in the full or half court.
8. Bonus situation will begin on the 8<sup>th</sup> team foul of each half. Teams will shoot one shot worth 2 points for the remainder of each half.
9. When a player is fouled while shooting, they will get one shot worth 2 points, or if it is a three pointer, 1 shot worth 3 points. If they are fouled on a continuation, they will get one shot for their extra 1 point.
10. Eight second backcourt rule will be enforced for all divisions. 24 second shot clock will be used for all divisions.
11. Any player or coach receiving two technical fouls in one basketball game will be ineligible to play or coach for the remainder of that game. Any player or coach receiving a third technical foul during the tournament will be unable to participate for the remainder of the tournament. Technical fouls will be penalized with automatic two (2) points and the ball at half court. Intentional fouls will be penalized with two (2) shots from the free throw line and the ball where the intentional foul occurred. Technical fouls and intentional fouls count as a personal foul and will count towards the team's total foul count.
12. **Unsportsmanlike conduct may result in a technical foul.** Definition of unsportsmanlike conduct: To be unsportsmanlike is to act in a manner unbecoming of a fair, ethical, honorable individual. It consists of (but not limited to) acts of disrespect such as making critical remarks about or to an official or an opponent, or vulgarity such as the use of profanity whether or not directed at someone. A player, coach, scorekeeper, or spectator shall not disrespectfully address an official's decision by rising from the bench or using gestures or enter onto the court unless by permission of an official or to attend an injured player. The referee may end the game if its nature becomes negative, angry, or violent. Spectators must abide by the same standards as players and coaches.
13. In case of overtime, a two minute stop time period will be played. If the game is still tied at the end of the first overtime, a second 1 minute stop time period will be played. If the game is still tied after the second extra period, then a sudden death period will be played with the first team to score any type of points as the winner. (Note: In the championship game, there will be as many overtime stop-time periods as necessary to determine a winner). Each team will be allowed (1) Full time-out for each overtime period.
14. Pool Play Tie Breaker Format: 1) Better record in head-to-head competition, 2) Total point differential in **all** pool play games- point differential counted in any one game will be no higher than 20, 3) Coin toss. **Please**

**Note:** If three (3) or more teams in a given pool are tied for any position in the final standings, the order of finish will be determined by immediate and exclusive reference to number two (2) above. If, by that reference, one or more of the tied teams have a total point differential that is less than one or more of the teams remaining tied, they will assume that order of finish and the remaining deadlock will be resolved by a coin toss.

15. Calgary High School FIBA rules will apply in all circumstances not covered above.
16. The Tournament Director or a designated representative is the **final** arbiter of the interpretation and application of the Tournament Rules and of all disputes arising therefrom. The Tournament Director or the designated representative, in his or her discretion, may make any decision, in the best interest of the tournament and the safety and well being of the participants, that **supersedes** these rules or their application.
17. If one team is up by 20 points or more, the clock will be running time throughout the last minute of the first, and last 2 minutes of the second half.

