

CPC Fall Classic Tournament Rules

GAME TIME:

1. Two 20 minute running clock halves for all 3rd-5th grade games. During the last two minutes of each half stop clock will be used for 3rd-5th grade games.
2. Two 16 minutes stop clock halves for all other grades unless otherwise stated.
3. Running clock goes into effect when the lead is 20+ points. If the lead drops to 10 points stop clock will resume. Running clock will re-start if a 20+ point lead is again achieved.

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. 2nd overtime is sudden death.

PRESS & ZONE DEFENSE RULE:

1. Man to Man Defense is required for grades 3rd-6th. Full court man defense is allowed but no trapping is allowed in the full court. Help defense inside the three point arc is allowed.
2. Zone Defense is allowed for grades 7th & 8th.
3. Teams may full court press until they are ahead by 20 points. Full court man to man defense only is allowed for 3rd-6th.
4. Teams may return to full court pressing once the score drops to 15 or below.

WARM-UPS AND HALF TIMES:

1. Warm up times are 3 minutes. Half times are 2 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 5th personal foul.
2. One and one will be shot on the 7th team foul.
3. Double bonus will be shot on the 10th 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. 4th through 6th grade boys will use the 28.5 size ball.
2. 7th-9th 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. If not all teams in a division have played each other then head to head is not used as a tie-breaker.
2. 2nd tie breaker is total points difference for games played in Pool. Maximum point differential per game for this tiebreaker is 20 points.
3. 3rd tie breaker is coin flip.

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 \$4 for students under 18. Children 5 years of age and under are free.
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 may be asked to provide one parent volunteer to work at the score table or score clock for each of their games.

PLAYERS:

1. Players may play up a grade but never down a grade.
2. Players may only play on one team within a grade level division in the tournament. Players are allowed to play on two different teams provided the student is playing up a grade level with the other team.
3. Teams having multiple grades on their team must play at the highest grade level. For example, if you have nine 5th graders on your team and one 6th grader you must play in the 6th 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. A challenge must occur no later than 15 minutes after the conclusion of the game in question in order to affect the potential outcome of the completed game.

AWARDS:

1. Cedar Park provides awards for the first place team members in each division for up to 10 players.