



## Tournament guidelines

### Official Rules

Gameplay rules will remain consistent with the **NFHS (National Federation of State High School Associations)** rules and regulations of play. Some variances will occur.

**\*\*\* Note: Variances from the NFHS rules and regulations of play will be listed below.**

### Player Eligibility

RecPros uses a GRADE based system for all divisions.

Players will be categorized in the grade they were enrolled in during the 2021-2022 school year unless they are playing in an older division. Players may only play for one team within the same division for the duration of the tournament. No player should attempt to play in a division below their grade level. If a player is found playing in a division below grade level, or cannot provide proper documentation when asked, the result will be a team forfeit of all games they participated in illegally.

Players must show proof of grade level when asked. A copy of the child's latest, most current report card will serve as proper documentation to the above. Home-school players must also have all proper proof showing their current grade level and current STATE DOCUMENTS. In the rare instance where a child has skipped a grade, but his/her age is in line with a younger division, that player would be eligible upon showing documentation with prior approval from the tournament director.

### Game Time Rules

**Warm-Up:** Before the start of the game, each team will utilize one half-court for a three (3) minute warm-up. Warm-up times may vary, but games will not start early.

**Playing Times:** 3-6 Grade Divisions will play 18 minute halves, running clock except in the last 2 minutes of each half. There will be a three (3) minute warm-ups / halftime and, if necessary, a 2 minute overtime.

7-12 Grade Divisions will play 20 minute halves, running clock except in the last 2 minutes of each half. There will be a three (3) minute warm-ups / halftime and, if necessary, a 2 minute overtime. (6th/7th Grade Girls will play in this divisions rules)

**Scorebook:** The **HOME** team must provide someone to keep the scorebook. The Home team will be indicated by the first team listed in pool play and the top team in bracket play. *The official clock-keeper and team scorebook keepers will be the only individuals allowed at the scorer's table during the game.*

**Timeouts:** There will be two timeouts awarded each half: (2) – full timeouts. The timeouts do not carry over. In overtime each team will receive (1) - .60 second timeout.

**Late Arrivals:** Game time is start time. Any team not ready to play at the scheduled game time will forfeit the game.

**Grace Play:** Once a team has acquired a 20 point lead, we will institute a running clock and the team ahead may not pick up defense until mid-court (no presses). In order to reestablish regulation play, the opposing team must bring the lead back to within 20 points.

**Rosters:** Each team must submit a finalized roster, with numbers, before their first game of the tournament. Once submitted, it cannot be changed or added to. Each player may only participate with one team within the same division per tournament. The first roster they play a game on will be the roster they are committed to for the remainder of the tournament. If a player plays on a second team in the tournament, the second team they played for will be forced to forfeit any and all games that player competed in.

**Schedules:** Once the tournament schedule and bracket has been published for the tournament, it will remain finalized for the duration of the tournament. *System/staff error will be the only exception.*

**Equipment** Basketball size for Boys Divisions

- 3-6 grade divisions will use 28.5 size basketballs
- 7-12 grade divisions will use 29.5 size basketballs

### **Overtime**

If a game goes into overtime, there will be an additional two (2) minutes of play to determine the winner of the game. Each team will have (1) - .60 second timeout after regulation has ended. If there is still a tie after the first round of overtime, a second overtime will be played. The second round of overtime will be played in a sudden death fashion – the first team to go up by 2 points will be declared the winner.

### **Pool Play Tie – Breakers**

1. In any situation where two teams are tied, head-to-head competition between the teams will determine the winner.
2. If more than two teams are tied, a point differential tie-breaker will be applied. (The max point differential allowed for a game is 15 points)
3. If two teams are still tied after point differentials, points allowed will be used to break the tie.
4. If two teams remain tied after all previous tie breakers have been used, then points scored will be used to break the tie.
5. Any ties after this will be decided by a coin toss.
6. The score of all forfeits shall be 15-0.

**5 Teams or less in pool:** The teams will be in one pool and will be seeded by the above tie breaker system.

**6-8 Teams in pool:** Teams will be divided into two pools with the above rules setting the pool places. After pool places are set, the bracket will be specific pool places being assigned to bracket spots that ensure 1<sup>st</sup> round cross pool play for the bracket – thus allowing as many teams as possible to play at least three different opponents.

**9+ Teams in pool:** Teams will be divided into multiple pools, and we will use the Divisional Tie Breaker system given below.

1. The first tie breaker will be pool place.
2. The second tie breaker is pool play record.
3. The third tie breaker will be point differential.
4. The fourth tie breaker will be points allowed.
5. If still tied, then points scored will be used.
6. Any ties after this will be decided by a coin toss.
7. The score of all forfeits shall be 15-0.

## Coaching Requirements

1. Every coach must check-in at the team check-in desk before their team's first game. At check-in, teams will submit finalized roster, and pick up team packets. Coaches are encouraged to submit their rosters within Tourney Machine prior to the tournament start date. . Any team failing to complete check-in will be subject to forfeiting their 2<sup>nd</sup> game and beyond even if the game has already taken place.
2. Each team is responsible for carrying proper documentation for all rostered players. A copy of the child's latest, most current report card will serve as proper documentation to the above. Home-school players must also have all proper proof showing their current grade level and current STATE DOCUMENTS.
3. Dress Code: All coaches and assistants, both male and female, should dress in a manner that would demand the very highest respect of your players. Professionalism should be the goal.
4. Bench Personnel: A maximum of three (3) coaches will be allowed on the bench (this would include your scorekeeper and any assistant coaches).
  - a. Players from different teams are not allowed to sit on the bench.
  - b. Friends, family, or other coaches who are not one of your three coaches on the roster are not permitted on the bench.

## Uniforms

1. Players' jerseys are recommended to have numbers on both front and back.
2. Numbers can be 00-99.
3. Recommended minimum size of numbers shall be 2" on front and 4" on back.
4. Home (listed first for pool play) wears light jerseys and Visitors (listed second) wear dark.
5. Home team will sit on the clock keeper's left and Visitors will sit on the right.

## Protests

A protest on any team and/or player costs \$100 (cash only) and should be made prior to the end of the game being protested. The money must be given to the Tournament Director, in advance, and he will determine the outcome of the protest. If the team that protested wins, they will receive their \$100 cash back. If the Tournament Director determines the team/player in question is legitimate then the team that is protesting will forfeit the \$100.

## Combining Age Groups

For a normal tournament with a (3) game minimum, it takes three teams for an age group to make a division. RecPros reserves the right to combine age groups that are next to each other in order to enable the tournament to proceed.

## Misbehavior / Ejections

1. Any coach receiving a technical foul will be required to stay seated for the remainder of the game.
2. Any coach receiving a 2<sup>nd</sup> technical foul in the same game will be required to leave the building for the remainder of the game. If they do not leave in a timely manner, their team will forfeit the game.
3. Any coach ejected for fighting will be ineligible for the remainder of the tournament and will be escorted off the premises. His/her team will forfeit all remaining games as long as he/she remains on the property.
4. Players ejected for fighting are ineligible to participate in the team's next scheduled game. Additional penalties, up to exclusion from the tournament, may be imposed by the Tournament Director at his discretion.
5. If a coach or player is ejected from a game for unsportsmanlike behavior (behaviors other than fighting), he/she will be ineligible to participate in the next scheduled game.

6. If a coach or player is ejected a second time, he/she will be ineligible for the remainder of the tournament and will be escorted off the premises. His/her team will forfeit all remaining games as long as he/she remains on the property.
7. Coaches or players who leave the bench to engage athletes or coaches on the playing floor may be suspended by the Tournament Director for any period up to the duration of the tournament.
8. Anyone, official (coaches/players) or unofficial (fans), engaging in aggressive physical or verbal behavior toward a referee at any time will be asked to leave the premises. His/her team will forfeit all remaining games as long as he/she remains on the property.

### **Sportsmanship**

It is the obligation of coaches, players, administrators, volunteers, and other representatives involved in the tournament to practice the highest principles of sportsmanship and to observe the ethics of competition. Good sportsmanship is defined as “qualities of behavior, which are characterized by courtesy and genuine concern for others.” It is a statement of the individual’s understanding and commitment to fair play, ethical behavior, and integrity.

### **Coaches Ethics**

The coach must be aware that he/she can be either a positive or a negative influence upon the development of the athletes in his/her charge. In all of his/her personal contacts with athletes, officials, parents, the media, and the public, the coach shall strive to set an example of the highest ethical and moral conduct. In keeping with that goal, the following ethical guidelines should be observed by all coaches for the duration of the event.

1. The coach shall never place the value of winning above the value of instilling the highest desirable ideals of character.
2. The coach shall always consider the personal safety of the athletes.
3. The coach shall be thoroughly acquainted with the rules and regulations of competition, and shall be responsible for their interpretation to team members. The coach shall not try to seek an advantage by circumventing the spirit or letter of the rule.
4. Game officials shall have the respect and support of the coach. The coach shall not indulge in conduct which would incite the players or spectators against the officials.
5. The coach should respect his opponents, display gracious behavior during competition, and require his players to conduct themselves in similar fashion. Before and after the contest, rival coaches should exchange friendly greetings to set the correct tone for the event.
6. Coaches shall actively use their influence to enhance sportsmanship by spectators. 7. The coach shall take an active role in the prevention of drug, alcohol, and tobacco abuse, and shall, under no circumstances, authorize their use.
8. Coaches shall refrain from cursing or using verbally abusive language while on the premises of the tournament.

*Multiple abuses of the Coaches’ Ethic policy will result in a 1 game suspension or being dismissed from the remainder of the event. These decisions will be at the exclusive discretion of the Tournament Director.*