

## OSA Crusaders River Cities Hoops Summer Tip Off Rules



### Tournament Rules:

- All teams are guaranteed a minimum of 4 scheduled games. Some teams will possibly play 5 or 6.
- Players may play on only one team per grade level.
- Players may play “up” in an older age group, but they cannot play down under any circumstance.
- Length of Game:
  - 14U – 17U Divisions will play two 16-minute halves, with the clock stopping on all whistles.
  - 3<sup>rd</sup> – 7<sup>th</sup> Grade Divisions will play two 14-minute halves, with the clock stopping on all whistles.
- \*\*\*Clock will run continuously if there is a 20-point lead in the 2nd half and will stop again if lead drops to 10 points or below. Halftime will last 2 minutes and warm up will last 3-5 minutes. We reserve the right to shorten halftime and warmup times if needed to stay on the schedule for the good of all teams.
- 3<sup>rd</sup> – 7<sup>th</sup> grade divisions will play with 28.5 ball; 14U – 17U will use a 29.5 ball. All divisions will play on 10 ft goals
- Fouls - Players are allowed six fouls per game. Teams will shoot one and one after the 10th team foul in the first half. Normal high school rules apply in the second half. Free throws are played on the release.
- Time Outs – 3 full time outs per game.
- Overtime is 2-minute stop clock. 1 full time-out for each overtime.
- Tiebreaker procedure is as follows:
  - 1) Head-to-Head
  - 2) Point Differential
  - 3) Points Allowed, with a margin of victory up to a 15-point max per game.
- HOME team is listed first on the schedule and provides the game ball. Only coaches are allowed to bring basketballs into OSA facilities.
- Each team must provide either a clock operator or someone to keep book for each game. Must be 18 years or older.
- Only the Head Coach can make comments to the referees or workers at the score table. If the assistant doesn't comply, the referee is instructed to call a technical foul on the bench. Only the Head Coach will be allowed to stand.

### OSA Facility Rules:

- Inappropriate behavior will not be tolerated!!! OSA Management has full licensing to eject fans and coaches and players from any OSA Facility.
- Each tournament site will have a supervisor. Please direct all questions, comments, or concerns to this individual.
- No food or drinks are allowed in any OSA facility.

### Fan Decorum:

Fans who cross the line and verbally abuse or berate the officials will be removed from OSA and OSA Facilities. If a spectator is removed from an OSA facility, they will not be allowed to return to the facility for the remainder of the tournament. Repeat offenders will be banned permanently from OSA.

**Player Ejections:** Any player ejected from a game will need to leave the facility for the remainder of the game AND THE FOLLOWING GAME.

### Coaches Decorum:

Only the head coach is allowed to address the official. The assistant coach may not address the officials. If a coach or assistant coach receives a technical foul, the seat belt rule will apply and both coaches will need to sit for the remainder of the game. If a coach receives two technical fouls, they will be ejected, must leave the facility immediately, and may not coach the team's next game. Ejected coaches will not be allowed to return to ANY OSA FACILITY until the FOLLOWING DAY. If an ejected coach has more than one team, they will not be allowed to enter ANY OSA FACILITY or coach ANY TEAM until the FOLLOWING DAY.

**Admissions:** All spectators must purchase a wristband to enter all OSA Facilities; Wristbands must be worn and can be used at all tournament facilities. Prices are as follows:

Weekend Pass - Adult (18+) - \$25

Weekend Pass - Youth (6 - 17 years) and Senior Citizens (65+) - \$15

Adult Daily - \$10

Youth and Senior Citizens Daily - \$7