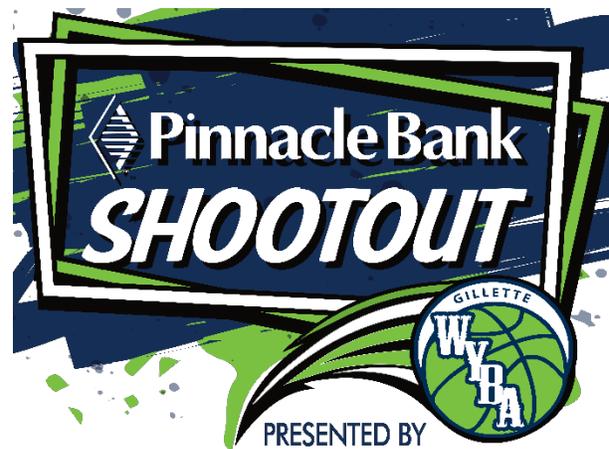


WYOMING YOUTH BASKETBALL ASSOCIATION



TOURNAMENTS



TOURNAMENT INFORMATION

Thanksgiving Tip-Off- November 26-27, 2022
Pinnacle Bank Shootout- February 3-5, 2023

CAM-PLEX Wyoming Center
1635 Reata Dr, Gillette, WY 82718

CONTACT INFORMATION



Wyoming Youth Basketball Association
3600 S Douglas Hwy Unit B
Gillette, WY 82718
Website: wybasketball.org



WYBA Event Staff
Janie Rayback
coach@wybasketball.org
307.248.0351



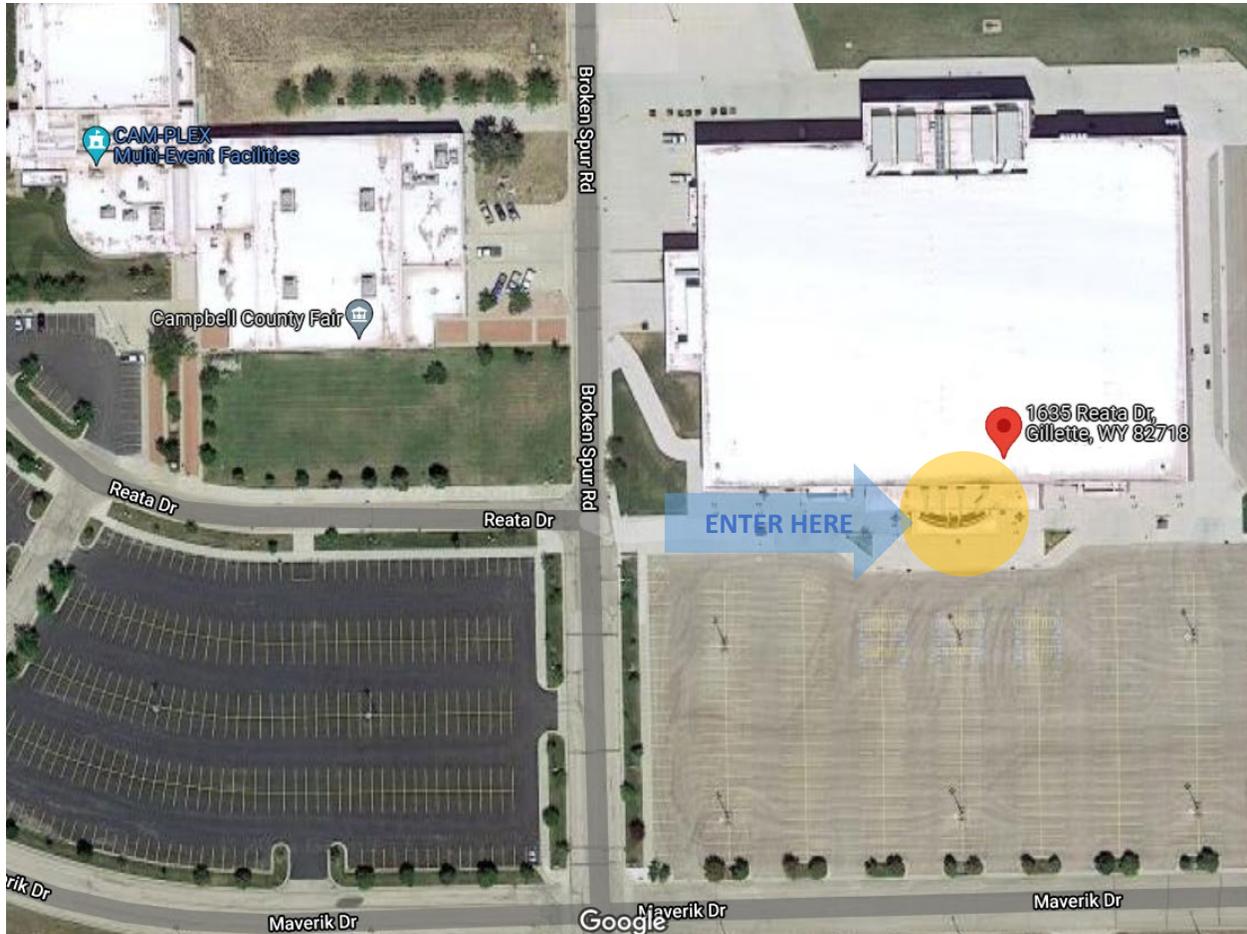
WYBA Event Staff
Liz Lewis
coach@wybasketball.org
775.666.3771



WYBA Event Staff
Kevin Couch
Kevin.Couch@pinnbank.com
307.680.5688

TOURNAMENT FACILITY INFORMATION

CAM-PLEX Wyoming Center 1635 Reata Dr, Gillette, WY 82718



SIX COURTS UNDER ONE ROOF



REGISTRATION

Registration is currently open on Tourney Machine.

Elite Performance Thanksgiving Tip-Off Register [HERE](#).

Pinnacle Bank Shootout Register [HERE](#).

ADMISSION

NO spectator limitations.

Weekend Pass: \$10 per person

Day Pass: \$7

Weekend Family Pass: \$30 (Immediate family only.)

6 and under FREE

SPONSORS



THE WAY BANKING SHOULD BE



TOURNAMENT RULES

National High School Federation rules will be used unless otherwise noted.

ROSTER	<ul style="list-style-type: none"> • Players must compete in their appropriate grade classification, with the exception that lower grade participants may participate in an older division. If a lower division needs to be combined with a higher division due to number of teams, coaches will be notified immediately. • Players may only play on one team within the same division. AAU multi-team rules apply. Please see section for multi-team clarification. • All players must be submitted on registration roster prior to competition. We print scoresheets and rosters are needed. • No player may be added to a roster after team check-in.
UNIFORMS	<ul style="list-style-type: none"> • Teams must have matching color uniforms with visible numbers. • Home & Away colors are recommended. • Home team wears lighter color. • Jewelry of all types are NOT allowed during game play.
WARM-UP TIME	Time differential between games. Minimum of 2 minutes.
GAME LENGTH	20-minute running halves
FORFEITURE OF GAME	<ul style="list-style-type: none"> • Game time is forfeit time. • Team must have at least 4 players to start the game, can continue with 3 players at coaches' discretion.
HALF-TIME LENGTH	3 minutes if game is on time
OVERTIME	<ul style="list-style-type: none"> • Over-time will be 2-minutes with the clock stopping. • Second overtime is sudden death (first to score).
TIMEOUTS	Teams are allowed THREE 30-second time-outs per game. Time-Outs DO NOT carry over to overtime.
START OF GAME POSSESSION	A jump ball will determine possession and then possessions will alternate after that.
PRESSING DEFENSE	<ul style="list-style-type: none"> • 7th, and 8th grade divisions will allow full court pressing. If a 20-point differential, leading team can no longer press. Team that is down can continue to press. All defenses allowed. • 6th grade divisions will allow full court pressing. If a 10-point differential, leading team can no longer press. Team that is down can continue to press. No half court zone defenses. • 3rd, 4th, and 5th grade divisions no zone or trap defenses, help defense is allowed. Full court press is only allowed the final two minutes of 2nd half if the score is within 10 points. Either team may press.
CLOCK STOPPAGE	The clock will stop during timeouts and on the whistle during the last 2 minutes of the second half. Clock stops during overtime.
BONUS FREE THROWS	FREE THROWS will be shot: * Bonus on 7th team foul per half * Double Bonus after the 10th team foul per half

MANGEMENT	<ul style="list-style-type: none"> • Each team must supply one ADULT score keeper at the scorer's table for each game that team is scheduled. • All divisions will use a 28.5" basketball. • The 3-point shot will be used in all divisions. • 3rd and 4th grade divisions may shoot from the 12-foot free throw line. • Substitute on dead balls ONLY. • Players will be disqualified after their 5th foul. • Each team must supply their own warm-up balls
POOL PLAY TIE BREAKERS	Tie Breakers within pools are as follows: record, head-to-head, head-to-head point differential, points allowed, and overall point differential capped at 15 points.
CONDUCT	<ul style="list-style-type: none"> • Technical, flagrant, or intentional fouls will be 2 points and possession for the opposing team. • Coaches are responsible for players, & parents of their own team and team valuables. • Any player or coach receiving a 2nd technical foul for unsportsmanlike conduct or an ejection will be removed from the game. He/she will be ineligible to participate in the next scheduled game. • If a coach or athlete is ejected a second time, he/she will be ineligible for the remainder of the tournament. • Referees and tournament directors have authority to remove players, coaches and/or spectators from any game or the entire tournament for unsportsmanlike conduct. • PLEASE SEE ZERO TOLERANCE POLICY • No spectators are allowed in the playing area.

MULTI-TEAM RULES

Players can play on two teams **FROM THE SAME CLUB** if they are not in the same grade division and the player qualifies for the age and grade requirements of both divisions.

- Ex: A Jam On It 5th grader CAN play on both the Jam On It 5th and 6th grade team as long as they are in separate age groups. (Ex: 5th and 6th Grade divisions)
- Ex: A Jam On It 5th grader may NOT play on both the 5th grade Level 1 team and the 5th Grade Level 2 team.
- Ex: A Jam On It player may NOT play for a Jam On It team in the same event while playing with a team from another club or a team not associated with a club.
- Players must be listed on both rosters prior to the first game at check-in
- ANY DEVIATION FROM THESE RULES MUST BE APPROVED BY A TOURNAMENT DIRECTOR

ZERO TOLERANCE POLICY

Wyoming Youth Basketball Association has a **ZERO TOLERANCE POLICY** for fighting.

Parents, athletes, and coaches are advised that any act of aggression will be met with severe consequences for team. Please know and understand that formal criminal charges will be pursued if necessary. In addition, the team will be suspended from any WYBA competition at WYBA's discretion.

It is the coach's responsibility to maintain their team's sportsmanship. We suggest you distribute this policy to your parents and athlete's.

SPECTATOR BEHAVIOR:

WYBA requires that all parents and spectators maintain good sportsmanship throughout the course of the event. We promote a great youth sports atmosphere, and we encourage everyone to cheer and get loud and support their son or daughters' team. But do not let it get out of control. As an adult, please set a good example for all the children at this great event. If you are asked to leave the event, your son or daughter may be asked to leave with you. Your team may also forfeit the game. If a fight breaks out, the tournament supervisor will clear the court of all spectators if deemed necessary and no refunds will be given.

WYBA/AAU will not tolerate any of the following:

- Cursing by any parents
- Yelling at game officials regarding calls
- Yelling or arguing with fans of the opposing team
- Any negative or derogatory comments towards opposing players, officials, and other coaches.

MISBEHAVIOR / EJECTIONS

1. Any coach ejected for fighting will be ineligible for the remainder of the tournament.
2. Athletes ejected for fighting are ineligible to participate in the team's next game. Additional penalties may be imposed
3. If a coach or athlete is ejected from a game for **unsportsmanlike behavior** (not fighting), he/she will be ineligible to participate in the next scheduled game
4. If a coach or athlete is ejected a second time, he/she will be ineligible for the remainder of the tournament
5. Coaches or athletes who leave the bench area to engage coaches, athletes, or officials on the playing floor, may be suspended by Tournament Director for any period up to the duration of the tournament.
6. The Tournament Director may impose suspensions or other penalties for misbehavior which occur at any time and at any location during the event.
7. The Tournament Director has the final say on all suspensions.