

CLINCH RIVER HOOPS

Tournament Rules & Information

Head Coaches' Responsibilities

The Head Coach of each team is held responsible for the conduct of his assistant coaches, players, parents and fans. The Head Coach should make sure that all rules of the tournament are explained to each member stated above prior to the start of the tournament. The Head Coach will assist the gym director in maintaining order amongst his coaches, players, and spectators when asked to do so. By taking the court for your first game of the tournament, you are signifying that you have read and agree to all rules as stated in this document.

HOME Team Shall Provide Game Ball (CLINCH RIVER HOOPS WILL PROVIDE BOOK AND CLOCKKEEPER)

If the home team has a scorekeeper and wants to keep their own book and sit at the scorers table that is allowed. The official score will be the score sheet kept by Clinch River Hoops personnel. The Home team is the team listed on the bottom of the schedule. (Clinch River Hoops will provide the clock operator) If both coaches agree that the visiting team can provide a more suitable game ball, they may do so.

Tournament Director/Gym Director

The Tournament Director, in cooperation with each Gym Director has the authority to make decisions that are in the best interest of the tournament. Questions regarding tournament rules should be addressed to in-game referees, the Gym Director, or the Tournament Director, not the score table.

TSSAA High School Rules

TSSAA High School Basketball rules will be used unless specifically stated otherwise in this document.

Arrival Time for Games

Teams should arrive at least 20 minutes prior to their posted game time. Any team not ready to play at the scheduled game time will forfeit the game. For the first game of the day in each gym, the **gym doors will open no earlier than 30 minutes prior to the start of the first game of the day.**

Team Check-In

Each Head Coach should arrive at the designated Check-In area at least 20 minutes prior to the listed start time of their first game in order to check-in to ensure that there are no open issues relating to registration.

Game Starting Time

If games are ahead of schedule, the next game may be started earlier than scheduled if both coaches agree. Otherwise, the game will start at its regularly scheduled time.

Dressing Room Facilities

Teams should arrive dressed and ready to play. Dressing areas (other than restrooms) are not provided.

Uniforms

Teams should have both light and dark jerseys unless an exception has been granted by the Tournament Director. Teams should always have both sets of jerseys with them at all times regardless of whether your team is listed as home or visitor on the schedule.

Team Rosters

Each team's Roster/Release Form must be submitted prior to the start of play.

- Rosters are limited to a maximum of twelve (12) players unless approved by the Tournament Director in advance of the start of the event.
- Players may not be added after tournament play has begun.
- Players may not play for more than one team per division.
- Players can play on a team in another division so long as they meet the grade/age eligibility requirements.

Bench Personnel

Each team may have on its bench only the eligible persons listed on its official roster, including TWO (2) non-players (coaches). Coaches will be issued wristbands at check-in (maximum of TWO). These wristbands must be worn at all times to enter gyms and are valid only if they have **not** been removed from the wrist. Wristbands that have been removed will not be honored and the individual will be expected to purchase a wristband for admission.

Home Team/Visitor

The home team will be the second team listed on the schedule and will wear light colored jerseys. And will sit to the left of the scorekeeper. The visiting team will wear dark jerseys. And will sit to the right of the scorekeeper.

Pre-game Warm-ups

Warm-up time will start immediately following the conclusion of the previous game. Every effort will be made to allow three minutes of warm-up time; however, this time may be shortened if games are behind schedule. Basketballs for warm-ups will not be provided. Please bring your own warm-up basketballs.

Halftime

Two minutes will be allowed for halftime. This time may be reduced if games are behind schedule.

Game Duration

During play, the clock will run until the last 1 minute of 1st and 2nd Halves. If the lead is 20+ , the clock will only stop for timeouts. If lead dips below 20, normal clock operation will resume. Games will consist of 2 Halves as follows:

- 3rd - 5th Grade Divisions – 2 - 14 - minute Halves
- 6th - 12th Grade Divisions – 2 - 16 - minute Halves

Overtime

The first overtime period will be one minute with the clock stopping on each dead ball. The second overtime will be "sudden death" with the winner being the first team to score.

Timeouts

Each team is allowed two 60-second and two 30-second timeouts per game. Any unused timeouts will not carry over into overtime. Each team will have one time out during each overtime period.

Mercy Rule (Running Clock/No Backcourt Pressure)

If a team leads by 25+ points, the clock will only stop for timeouts and official's timeouts. Also, teams leading by 25+ points may not apply backcourt pressure. The first violation of the backcourt pressure rule will result in a warning. Subsequent violations will result in an administrative technical and the other team will receive one foul shot and the ball out of bounds. Normal clock operation and defensive rules will resume if the lead dips back below 25 points.

Basketball Size

Boys division games for 5th grade and younger will use a 28.5" basketball. All other boys' divisions will use the 29.5" regulation basketball. A 28.5" basketball will be used for all girls' games

Pool Play Tie Breakers

Tie breakers to be used are, in order:

1. Head-to-head result (ONLY when two teams are tied; DOES NOT apply to 3-way tie),
2. Point differential in all pool games (maximum point differential per game will be +/- 15 points per game),
3. Points (Fewest) allowed in all pool games,
4. Points scored in all pool games.

Note: The score recorded for all forfeits will be 15-0.

Individual Fouls

A player who receives their 5th personal foul will be disqualified from the game. A technical foul is counted as a personal foul.

Team Fouls

When a team receives its 7th foul of the Half, the opponent will be in one and one bonus and shoot free throws. After the 10th team foul of Half, the opponent will be in double bonus and shoot 2 free throws. It will reset after halftime.

Combining Age Divisions

In the event there are fewer than four teams in a particular age division, some adjacent divisions may be combined to allow all teams a chance to participate. When possible, the Tournament Director will contact the coaches or administrators of the teams who would be "playing up" prior to combining divisions.

Clean Benches

Please instruct your players to clean up their bench area after each game is complete. Failure to clean the bench area may result in forfeiture of the game preceding the infraction.

Bench Decorum/Ejections

Only the Head Coach is allowed to stand during the game. If the bench is assessed a technical foul during the game, all of the offending team's coaches must remain seated for the remainder of the game. Only the Head Coach is

permitted to address the game officials and should do so in a respectful manner. Aggressive or threatening behavior toward game officials will not be tolerated. Furthermore, use of profanity is prohibited.

First Ejection – For coaches, players, or other bench personnel, the first ejection will result in immediate removal from the facility. The person ejected is not permitted inside the facility for the remainder of the game. The game will not resume until the offending party leaves the facility. If the offending party refuses to comply, the game official may declare a forfeit by the offending team.

Second Ejection – A second ejection will result in that individual being suspended for the remainder of the tournament.

Fighting – Anyone ejected for fighting will be immediately suspended for the remainder of the event.

Parent/Spectator Behavior

Parents and spectators will be held to the same standards and requirements as listed above for bench personnel. If a parent/spectator refuses to leave the facility in an orderly fashion, the coach of the offending team will be asked to help persuade the offender to leave. If the offending party still refuses to comply, the game official may declare a forfeit by the offending team.

Tobacco Use

Tobacco use of any kind and vaping is prohibited inside the facilities.

Proof of Player Eligibility

Proof of player eligibility is the responsibility of the team manager or coach. Tournament staff may or may not check eligibility prior to the event. However, the coach must be able to present documentation of compliance upon request with the grade and/or age eligibility rules stated in this document in the event of a challenge or protest. Proper documentation includes, but is not limited to, birth certificates, grade cards, or medical physical examination forms with the player's date of birth listed and signed by a licensed medical professional. Electronic copies on a cell phone, tablet, or other device are not acceptable unless the team is registered with **National Sports ID**.

Eligibility Protest Procedure

Any official protest of player eligibility must be declared before the start of the game. The following steps should be taken when filing a protest.

- The Head Coach should notify the Tournament Director prior to the start of the game of the intent to protest. If the Tournament Director is unavailable, the coach should notify the Gym Director of the protest. If the Gym Director is unavailable, the coach should notify the official clock operator. Challenges made by anyone other than the Head Coach will not be considered.
- The game will be played as scheduled and will be played under protest.
- Protests filed after a game has started will not be considered.
- Within one hour of completion of the protested game, the Head Coach should complete and submit an Official Protest Form to the Tournament Director or his designee along with a \$100 protest fee and copies of his/her team's eligibility documentation.
- The Head Coach of the team under protest will be contacted and asked to provide his/her team's eligibility documentation.
- The Tournament Director will review the eligibility documentation of both teams and render a decision based on the findings.
- If the protest is upheld, the protest fee will be refunded, and the game will result in a forfeit by the offending team.
- If the protest is denied, the \$100 fee will be forfeited, and the outcome of the game will be considered the final result.
- Any player deemed to be ineligible as a result of the protest will be ineligible to participate for the remainder of the tournament. The ruling will not impact games that may have been completed earlier in the tournament.
- If a player is ruled ineligible due to the fact that there was no documentation provided in response to an official protest, the player may be reinstated if documentation is provided at a later time during the tournament. The reinstatement will not change the outcome of any prior protest or game(s) played.