



2026 - 2027

Tournament Rules

I. Playing Times

<u>Grades</u>	<u>Length of game & Ball size</u>
2 nd – 4 th Grade All Girl divisions use 28.5/size 6.	2 12-Min. Halves. <u>Overtime:</u> 2 min. (1 st OT), 1 min. (2 nd OT), then sudden death. Ball size: 28.5/size 6 for boys.
5 th – 7 th Grade All Girl divisions use 28.5/size 6.	2 14-Min. Halves. <u>Overtime:</u> 2 min. (1 st OT), 1 min. (2 nd OT), then sudden death. Ball size: 28.5/size 6 for 5th grade boys. 29.5/size 7 for 6th and 7th grade boys.
8 th - 12 th Grade (inc. Post Grads/Prep) All Girl divisions use 28.5/size 6. MS Girls with 8th grade (16min)	2 16-Min Halves. <u>Overtime:</u> 2 min. (1 st OT), 1 min. (2 nd OT), then sudden death. Ball size: 29.5/size 7 for boys.
<u>Timeouts:</u> -4 Full Timeouts for the entire game. -Overtime (1 additional timeout) <i>Timeouts carry to overtime</i>	

Halftime is 2 mins. Between the games, **warmup time is 5 minutes.**

Starting Games Early.

Can start earlier than 10 minutes before scheduled game time with the Site Director, the referees, both coaches (represent the parents) and the score table all in agreement.

II. Official Team Roster – must be submitted in exposure by Wednesday 7:00PM ET prior to start of the event (only the coaches and active players are allowed on the bench during each game...Dynasty is not responsible for anyone else sitting on the bench, and they are subject for a technical foul and suspension from the tournament)

- a. Maximum of 2 Coaches and 15 players; coaches must be at least 18 years old. All bench personnel must be in dress code and listed on the official roster submitted and attached to the Dynasty Hoops event through Exposure to receive a coach's band that must be worn for the duration of the tournament. The coach's band must be picked up at Check-In Reception during set time on Friday or Saturday – ID is required **(Coach's band will not be issued on Sunday)** – if any coach is not wearing a coach's band, they must purchase a spectator's band. Coaches' bands are available for purchase at a discount for coaches over the two coaches allowed. A maximum of three coaches (the head coach and up to two assistants) with coaches' bands are allowed to sit on the bench.

Team(s) must be registered and attached in Exposure to Dynasty event no later than Tuesday, 10:00PM prior to the start of the event. **All players and coaches must be listed on the official roster through Exposure no later than Wednesday 7:00PM ET.** Any roster edits after the deadline must be submitted at coach's check-in and will be subjected to a \$15.00 fee per team. Any

team registration after the deadline will be subject to a \$30.00 fee per team.

- b. Co-ed teams are allowed up to **7th grade boy's division; only up to 3 girls** are allowed on a boys' team.
- c. Player(s) can play on multiple teams **only if they are playing under the same organization**; if the two teams are playing at the same time, the coaches must decide one team for player(s) to play with, and player(s) must complete that game and can't go to play with the other team if that game is still playing. **1. Player(s) cannot play on two or more teams (same organizations/teams) playing in the same division regardless of pools. 2. Players cannot play on two or more different organizations in the same tournament; all games played for the involved organizations will be automatically forfeited; however, player(s) can continue to play with the team player(s) first played with in the same tournament.**

III. Misconduct

- a. Coaches and/or players ejected for a reason other than fighting may not participate in their next game. **Ejected coaches and/or players must leave the facility within two minutes. Game will not resume until ejected coaches and/or players leave the facility. If it exceeds 2 minutes, then that game for said team will be forfeited. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).**
- b. Coaches and/or players ejected for a second time may be suspended for the remainder of the event and possible suspension of future events. **Ejected coaches and/or players must leave the facility within two minutes. Game will not resume until ejected coaches and/or players leave the facility. If it exceeds 2 minutes, then that game for said team will be forfeited. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).**
- c. Coaches and/or players ejected for physical contact or fighting will be suspended for the remainder of the event. This includes everyone leaving the bench. **Ejected coaches and/or players must leave the facility within two minutes. Game will not resume until ejected**

coaches and/or players leave the facility. If it exceeds 2 minutes, then that game for said team will be forfeited. Ejected coaches and/or players for fighting cannot enter any facilities being used for the remainder of the event. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).

- d. If anyone on the bench leaves to engage with anyone, they will be suspended for the remainder of the event. *Players that leave the bench must leave the facility. If the player(s) is (are) 17 and under, a parent or an assistant coach must leave with the player(s).*
- e. If the Referees and/or the Site Director decide to call a game during the game for the safety of the players and everyone else in the facility, the score on the clock will be the final score.
- f. If team(s) is (are) disqualified, the score of that game will be the final score. Team(s) that replace the disqualified team(s) will continue with the disqualifying team(s) pool record and be eligible for bracket play.
- g. **Spectators and parents are considered representatives for their organization/team. If they are ejected, the spectators/ parents from the organization/team will be suspended for the remainder of the event. The spectators/parents will have 2 minutes to leave the facility. If it exceeds 2 minutes, then that game for said team will be forfeited.** *Ejected spectators or parents cannot enter any facilities being used for the remainder of the event. Coaches are responsible for their players, parents, and spectators to ensure great sportsmanship!*
- h. **Spectators/ parents who proceed across the boundary lines of the court during any altercation of a game with players, referees, coaches, or any dynasty hoops staff member will be suspended for the remainder of the event; Dynasty Hoops is not responsible for anyone crossing the boundary court lines during any altercations. Subject to additional penalties**

IV. Tiebreakers

PD (Point Differential {+/-15} win or lose by, then PA (Point Allowed – lowest amount), then PS (Point Scored – highest amount). *Head-to-head may be applied.* Forfeit score is always 15-0. If 3 or more teams

are in a tie and they all play each other, the team with highest PD/PA/PS gets the highest seed then head-to-head will be applied for the two remaining teams.

V. Technical Rules

All Technical fouls in any given contest are 2 free throws plus possession.

VI. Press Rule

- a. 2nd – 5th Grade: Team winning by 20 points or more must play defense behind the half court line. First offense: Warning. Second offense: 2 shot technical foul. *Once the lead is dropped to 15 points or less, then the winning team can resume pressing.*
- b. 6th – Varsity: Teams winning by 25 points or more must play defense behind the half court line. First offense: Warning. Second offense: 2 shot technical foul. *Once the lead has dropped 20 points or less, then the winning team can resume pressing.*

VII. Running Clock

- a. 2nd – 5th Grade: Team winning by 20 or more points, the clock runs *from the 2nd half*. Once the lead is dropped to 15 points or less, then the clock will stop running.
- b. 6th – Varsity: Team winning by 25 or more points, the clock runs *from the 2nd half*. Once the lead is dropped to 20 points or less, then the clock will stop running.
- c. **MERCY RULE:** *9th grade – Post Grad*; if a team is up by *25 or more* points with 2 minutes remaining in the game, the referees will call the game when the clock reaches 2 minutes remaining in the 2nd half.

VIII. Bench Personnel & Dress Code

- a. All coaches must wear polo shirts or a team shirt. Must wear long slacks, khakis, joggers, or shorts. NO SLIDES, RIPPED JEANS, SANDALS, OR TANK TOPS. Must be dressed in a

professional manner; all bench personnel must wear a coach's band to be on the bench. **This will be strictly enforced.**

- b. If a coach does not arrive at game time, a parent/ guardian, at least 18 years of age, may be able to sit on the bench until the head coach arrives.
- c. Players must take out all piercings to play; no taping is allowed. **This will be strictly enforced.**

IX. Uniforms

- a. Numbers can be 00, 0-99. Each team cannot have a 0 and 00 on the floor at the same time.
- b. Teams must have light and dark colored jerseys. ***One technical foul may be assessed against the team in question at the beginning of the game if the team with correct uniforms must switch uniforms.***
- c. Home is the lighter color, and visitors are the darker color.
- d. If player(s) do not have appropriate jerseys, one technical foul shot may be assessed. ***It's the responsibility of the coach with the infraction to report it to the referee before the beginning of the game***; if both coaches agree then no technical foul will be assessed.
- e. If more than one player is wearing the same jersey number, one technical foul may be assessed. ***It's the responsibility of the coach with the infraction to report it to the referee before the beginning of the game***; if both coaches agree then no technical foul will be assessed.

X. Protest Procedures

- a. Protest can be up to **5 minutes prior to game start time**. If challenged player(s) arrives during game, you can protest up to 15 minutes after game has concluded. The team being protested has up to 15 minutes from the time the protest is requested to provide player(s) approved credentials.
- b. The Site Director will check challenged player(s) credentials in a secluded area. ***If the game hasn't started, protested player(s) cannot play until credentials are presented and validated. If the coach cannot produce protested***

player(s) credentials and the player(s) has (have) played in the game, that game is an automatic forfeit.

List of accepted physical documents:

A current picture, copy of Birth Certificate and current School Year Report Card/ Progress Report. (Post Grad – Diploma)

National Sports ID

All coaches are responsible to have a copy of their team(s) official Roster(s) and their team(s) official book(s) with every player's credential (current school years report card, current picture, and Birth Certificate) with them always...

If the coach cannot produce the protested player(s) credentials, the player(s) is(are) NOT allowed to participate on the team for the duration of the tournament. Automatic forfeit will be enforced if the player(s) play(s) after the fact.