



## VALLEJO KNIGHTS TOURNAMENT RULES

Updated April 2010



### UN-SPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED

#### **New Sportsmanship Rule!!**

**If a spectator (parent) is kicked out of a game, their child will be removed as well, and the team receives a technical foul! The Tournament Director will make the final decision on when the parent and player can return!!**

#### **High School Basketball Rules – with the following exceptions and points of emphasis:**

##### Time

Division Age/Grade	Quarters/Halves	Overtime Period
2 <sup>nd</sup> – 3 <sup>rd</sup>	2 – 14 Minute Stop Clock Halves	1 <sup>st</sup> 1 minute. 2 <sup>nd</sup> sudden death
4 <sup>th</sup> – 12 <sup>th</sup>	2 – 16 Minute Stop Clock Halves	1 <sup>st</sup> 1 minute. 2 <sup>nd</sup> sudden death

Minimum 5 minute half time and 5 minute warm ups

- **Mercy Rule: If there is a 20 point lead in the last 8 minutes of the second half, the clock can run only if both coaches agree! (Court monitor can overrule the coach).**
- 2<sup>nd</sup> grade team will shoot from a 15 foot free throw line and players can land over the line. 28.5 ball will be used.
- On ball 5 second violations during a held ball and while dribbling.
- Time Outs: 4 – 30 second timeouts per game. Players can sit on the bench during the time outs. Each team will be given 1 additional 30 second timeout during each overtime – time outs do not carry over into overtime.
- Coaches must have proof of age/grade on them at all times.
- Coaches must sit on the bench after the 1<sup>st</sup> technical foul.
- Players can play on multiple teams. Players must be listed on the official tournament roster prior to the tournament, as well as on the score sheets before the game as long as it is within the same club. Players must be present at the tip-off in order to play.
- Protest fee - \$100 up front non-refundable cash must be presented to the Tournament Director prior to the game of the protest. The game will still be played – the Tournament Director will have final decision. The team that is protesting must present their proof of age/grade prior to the protest.

##### Fouls

- A player is disqualified on the 5<sup>th</sup> personal foul.
- Technical fouls count as a personal foul and a team foul.
- 2 technical fouls on any individual player or coach will result in an ejection from the game.
- 2 ejections in the tournament will result in removal from the remainder of the tournament.
- Teams will shoot 1 & 1 on the 7<sup>th</sup> team foul of the half and 2 shots on the 10<sup>th</sup> team foul of the half.

##### Free Throws

- All players may enter the lane when the ball hits the rim.
- 6 players in the lane including the shooter below the top of the key.
- Players in first position may step on first block for position.

##### Tie Breakers

- In case of a tie the following format will be used:
- 1-Head to Head
- 2-Point Differential with a maximum of 13 points – Ex: Team A wins 45-21 but their point differential will be + 13
- 3-Total points allowed

**Coaches are responsible for listing players on the official score sheet/book (home team) 10 minutes prior to start of game. If coach is ejected they can NOT coach the next game in the Division in which they were ejected from. Players can play on more than one team ONLY if it's the same club. Players must be listed on both official rosters that are turned into Coach's check-in. Players must be present at the start of the game. Ex: They cannot switch over to another game at half time.**

**The Tournament Director has the final call in all disputes.**