



SF Associates & SF Enchantées 18th Annual Joint Invitational Basketball Tournament

RULES AND REGULATIONS

TEAM DIVISIONS:

GIRLS	BOYS
12 th Grade & Below	12 th Grade & Below
9 th Grade & Below	11 th Grade & Below
8 th Grade & Below	10 th Grade & Below
7 th Grade & Below	9 th Grade & Below
	8 th Grade & Below
	7 th Grade & Below
	6 th Grade & Below

All games will be played under the Boys Basketball Rules Book of the NFSHSA (National Federation of State High School Associations) with the exceptions stated below:

PLAYER ELIGIBILITY:

1. Players not listed on the tournament roster will not be allowed to play.
2. Players are allowed to play on only one team and can be listed on only one roster. Failure to comply can lead to disqualification of the player from the tournament.
3. Players must be in high school or below.
4. Varsity, J.V. Frosh/Soph and Frosh players are eligible.
5. Each team must have signed waiver forms submitted to the Gym Coordinator or Commissioner at least thirty (30) minutes prior to the team's first game of the tournament.

TIME-CLOCK:

1. Four 8-minute quarters stop time.
2. One-minute break between quarters.
3. Five-minute intermission between halves.
4. A minimum of five (5) minutes warm-up period prior to games.
5. 10-second backcourt rule in effect for all divisions.
Exception: For the Girl's high school divisions, the 10-second backcourt rule does not apply.
6. **Shot clock will be used by ALL high school teams. No other divisions will be using a shot clock.**

OVERTIME:

1. First overtime period will be three (3) minutes stop time.
2. Second overtime period will be sudden death (first to score wins).

TIME-OUTS:

1. Three (3) full and two (2) 30-second time-outs per game with carry over into overtime.
2. One full time-out for overtime period plus any carry over.
3. No additional time-out given in sudden death overtime.

FOULS:

1. Bonus awarded on the 7th team foul of each half -- one and one free throw.
2. Double bonus awarded on the 10th team foul of each half -- two (2) free throws.
3. All technical fouls are considered to be team and personal fouls.
The opposing team will be given two (2) free throw attempts.

HOME TEAM - Associates:

1. Home: Top of bracket—will have choice of basket and choice of jersey color.
2. Associates will always be home team.

HOME TEAM - Enchantées:

1. Home: Top of bracket - will have choice of basket and wear light colored jersey.
2. Enchantées will always be home team and have choice of basket and choice of jersey color.

PROTEST:

1. Protests regarding player eligibility must be made prior to the start of the game.
2. Discovery of an ineligible player in a game will result in forfeiture of that game.
3. Protest of referee judgment calls will not be allowed.
4. The Gym Coordinators/Commissioners will address all protests and their decision will be final.

UNSPORTSMANLIKE BEHAVIOR:

1. A player displaying unsportsmanlike behavior (physical contact between players, trash talking or player taunting) will be given a technical foul without warning.
2. The opposing team will be given two (2) free throw attempts and possession of the ball.
3. A player with two (2) technical fouls in the same game will be ejected and be ineligible to play in the next game.
4. Any "FIGHTING" during the tournament or any tournament function will disqualify player or coach for the rest of the tournament and/or jeopardize being invited to future tournaments.

FORFEITURE:

A game is forfeited if a team scheduled to play has less than four (4) players or fails to take the floor within ten (10) minutes after the scheduled game time.

ROSTERS:

Numbers on uniforms should correspond to submitted roster or a technical foul will be assessed to the team.

Team should check roster with the official scorer at least 10 minutes prior to the scheduled starting time.

CONCUSSIONS:

The Associates and Enchantées Organizations believe that each player's health and safety is of utmost importance. Concussions can occur in all sports but are more common in contact sports. If a player suffers a head injury and demonstrates any signs/symptoms of a concussion or if the Associates/Enchantées representative, referee, or team's coach suspects that a player sustained a concussion, then the Associates/Enchantées representative, referee, or team's coach or manager will contact said player's parent or guardian, and remove the player from the game until a physician clears him/her to return to play. In addition, the removed player shall not continue to participate in the tournament until he or she receives written clearance from a physician trained in the management of concussion and acting within the scope of his/her practice.