



eTournaments – Everything Sports

Basketball Tournament Rules and Regulations

Team Rules

1. Rosters are limited to a maximum of 12 players. Finalized rosters must be submitted to the Tournament Staff upon check in and prior to the first game.
2. All Rosters must be submitted to the gym door of the first Venue that the team will be playing at.
3. Team coaches are entirely responsible for making sure that their players fully understand tournament rules and regulations.
4. Each participating team must have an adult coach on the bench at all times.

Playing Rules

1. Game Clock: Games will consist of two halves per game. Elementary (1-3 grades) teams will play 20 halves running clock (stop clock the last two minutes); Middle School will play 20 halves running clock (stop clock the last two minutes). High School teams will play 20 minutes halves (running clock), stop clock the last two minutes.
2. Overtime: Should the game be tied at the conclusion of the game, an overtime period will be played. Overtime will consist of a two minute period, with the clock stopping on fouls and violations only in the last minute. Should the game remain tied after the first overtime period, a second overtime period will be played for one minute and overtime periods will continue to be played until there is a winner.
3. Time Outs: Each team will be given 2 full (60 seconds) per half for the entire game. In case of overtime, one extra time out (one full) will be given until winner. Timeouts will not carry over from the regular game to the overtime period.
4. There will be a two (2) minute warm up period between games.
5. Each game shall have a three (3) minute half time period.
6. After a Team is losing by 20 points, there will be a running clock. After 10 points of recovery, the clock will stop running.
7. Grace Period: A five minute grace period will be allowed for tardiness. If a team does not have four players to begin the game after the five minute grace period has concluded, the game clock will start. Normal 1 quarter minutes will be allowed for a team to present four players to start. The team ready and waiting will begin amassing two points per minute up to during that quarter worth of minutes. If at this point (the beginning of the second quarter) a team does not have four players to start, a forfeit will be declared.
8. Personal fouls: Players will be given 5 fouls per game to foul out.
9. **Team Fouls: There will be no seven (7) foul bonus shots (one and one) free throw.** There will only be foul bonus free throws after double bonus (8) fouls. After the 8th team foul of the half, the opposing team will be in the double bonus and will be able to shoot two free throws.
10. Technical Fouls: All technical fouls will count as personal fouls. A player who receives a technical foul must sit out of the game for a minimum of two (2) minutes before he/she will be allowed back into the game. If a player receives a second technical foul during the same game, the player will be ejected from the tournament.
11. 3-Point Shots: The high school 3-point line will be utilized in all games. (19' line)

Conduct

1. All participants, coaches and spectators shall refrain from using profanity or verbal abuse towards other players, coaches, spectators, referees and the tournament staff.
2. This is a Drug and Alcohol Free Event. No alcoholic beverages or drugs are allowed on the premises. Any coach or player(s) engaged in the use of alcohol or drugs will be disqualified from further participation in the tournament.
3. Team coaches will be responsible for the conduct of their players. Teams and spectators shall abide by the tournament rules and regulations.
4. No outside food or beverages are allowed in the gymnasium. There will be concessions available for all crowd participants and team players. Players and teams may bring water and sport drinks for the players.
5. The Tournament Director and the tournament staff are not responsible for any personal items left behind, lost or stolen.

Fighting

1. Fighting is defined as an attempt to strike an opponent with the arms, hands, legs, feet or a combative action. Any coach or team member who participates in a fight shall be immediately suspended from the game, with the duration of the suspension to be determined by the Tournament Director and their Associates. Length of suspension will be assessed on an individual basis. Next level of suspension will be a disqualification from the entire tournament.
2. Spectators or visitors who become involved in a fight during a game or while on the premises will be suspended from the facility for a length of time to be determined by the Tournament Director and their Associates.
3. Should any team, player(s) or coach be disqualified from tournament play, there will be no refunds.

Protest Procedure

1. Should an opposing coach choose to protest a player's eligibility, the coach must take the eligibility protest to the scorer's table. Tournament officials will then determine the validity of the protest. Should the protest be upheld, the player will be unable to play until required additional information is presented to tournament officials and the player's team will be assessed a technical foul.
2. All Protest will have a \$100 fee that will be given back to the coach if the protest proves the players ineligibility. If the player is proven to play, the \$100 will be kept by the eTournaments Organization.

Tournament Director

The Tournament Director of eTournaments has the right to alter rules, bylaws and bracket structure as needed.

eTournaments – Everything Sports

Team Roster, Team Waiver and Liability Form

Verification

All teams will be verified. Please have your verification documents with you at each event. Please arrive 30 minutes prior to your first game and after signing in, proceed to the verification room where your players will be verified by an eTournaments staff member. Players and coaches are asked to both attend verification. If your player is not verified, they will not be able to play.

No.	Player's Name (first and last)	Birthdate / Report Card	Grade
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			

I/We as a team have read and agree to abide by the Rules & Regulations that govern your basketball tournament. I/We also understand that the tournament organizers and the facilities are not responsible for any injuries or accidents incurred during the tournament, or for lost and damaged items. I/We waive all liability against the Tournament Director, tournament staff, trainers, volunteers, sponsors and the owners and operators of any facility utilized by the tournament. The signature below stands as any agreement for every participant in the team's organization.

Printed Name of Coach: _____

Signature of Coach: _____

Date: _____

I affirm that all the players on the roster above are players at the proper age and that they are in the grade listed on the roster.

Signature of Organization Director / Coach: _____

Date: _____