

St Louis School 2009 Basketball Tournament Rules
2008 REVISED 2/26/08

1. Player Eligibility

- A. Teams may be co-ed in the boy's division only.
- B. Player eligibility will be based on grade level.
For the 5th grade Division, players must be enrolled in the 5 grade or lower.
For the 6th grade Division, players must be enrolled in the 6th grade or lower.
Team rosters signed by the school principal certifying grade level or signed by the director of the youth organization will be required. A coach's failure to provide proper documentation of players' eligibility will cause forfeiture by that coach's team in any dispute concerning a player's eligibility. Copies of most recent report card will also be accepted as documentation.
- C. A player not on the team's roster is not eligible to play for that team. All players must be on the team's roster as submitted at sign-in before the first game. Rosters are limited to 12 players.

2. Team Formation

- A. Division
 - 1. **OPEN** - The Open Division is the competitive division and player eligibility will be based on age. This division will include select and other "hand-picked" teams. Team roster is limited to 12 players.
 - 2. **RECREATIONAL** - The Recreational Division is the less competitive division and player eligibility will be based on grade level. This division will include school teams and teams from other youth organizations that have randomly selected teams. Team roster is limited to 12 players.
- B. A team shall compete in the grade level of the student with the highest (oldest) grade on the roster for the team.
- C. Rosters showing the team members, coaches for the game, and head coach for the game will be turned in during team sign-in before the first game played.
- D.. Each team will also submit three score sheets showing team members listed by player number before the first game during team sign-in.
- E.. Tournament Director reserves the right to determine in which division a team may participate.

3. Uniforms

- A. Each team will provide it's own uniforms. All tops must be matching with appropriate numbers on the back of the jersey.

4. Coaches and Spectator Conduct

- A. Coaches and Assistant Coaches - All persons accepting the responsibility as a coach in the tournament must accept and carry out the rules and regulations of the

tournament, strive to teach good sportsmanship, and exercise the type of personal behavior that will set a good example for the participants. Every safety precaution must be taken. Abuse or embarrassment of any player on a team must be avoided. Penalty for failure to abide by the standards may make it necessary to relieve those involved of their responsibilities.

- B. Spectators at Games - All spectators must be kept under control by the coaches. The intimidation of game officials and/or players is prohibited. Failure to maintain control of players and spectators may result in forfeiting the game as recommended by the officials. The officials may stop the game at any time and ask the coaches and the gym administrator to control spectators.
- C. Removal of Spectators - In the event that anyone is disrupting the normal flow of a game, the gym administrator in charge of each game may remove the individual from the gym.
- D. The only persons who may be on the bench during the game are:
 - 1.) No more than two (2) coaches for each team. The head coach may coach standing. The other coach should remain seated.
 - 2.) Players on the game roster.
 - 3.) Injured players, not able to play, originally on the roster for the team submitted to the tournament. The scorer's table and the other coach will be notified of such player.

5. Officials-

- A. Referees are secured by St Louis School prior to the start of the tournament.
- B. St Louis School will provide an official scorekeeper and an official timekeeper.

6. Timing-

- A. All games will have two-sixteen minute halves. A "fast" clock will be used stopping only during time-outs. During free throw situations, the clock will stop momentarily to put the players in position and will begin when the official gives the ball to the player shooting the foul shot.
- B. The clock will also stop, as in regulation basketball, during the last two minutes of each half. If a team is winning by more than twenty points at the two-minute mark, the clock will stop only during a time-out.
- C. Each team will be allowed two time-outs per half. Time out length is one minute for all divisions.
- D. In the event of a tied game, there will be an overtime period of a three-minute duration. If the game remains tied after the first overtime, additional overtimes will be played as needed. During each extra period, each team is entitled to one time-out plus any time-outs not used in the second half. The teams will shoot at the second half goals.

- E. Jump ball is used to begin each game; the possession arrow is used in all other instances (begin second half, tie ball, etc.). However, jump ball is used to begin overtime.
- F. The officials or gym director can stop the game at any time, at their discretion, in the event of injury to any player. No time-out will be charged.

7. Player Participation

Coaches are encouraged to play all players as much as practical and possible.

8. Forfeiture

- A. Any team with less than four players present, 10 minutes after the scheduled start time of the game, shall forfeit the game. If a team has only four players, four play five.
- B. All players must be on their respective group's roster in order to play in a game. (However, see 1.A-D. Player Eligibility)

9. Special Playing Rules:

- A. Subject to the following, current UIL Rules shall govern all games in the tournament.
 - 1.) A single flagrant foul carries a penalty of two free throws, disqualification, and the opponent is awarded the ball for a throw-in at the 28-foot line. A player is also disqualified from the game for either five personal fouls or two technical fouls. A player who has been disqualified may remain on the bench for the remainder of the game provided he/she causes no disturbances. A player disqualified as a result as a flagrant foul is automatically suspended from playing in the next game.
 - 2.) A coach who has been ejected from a game by the referee must leave the gym for the remainder of the game and is automatically suspended from coaching his/her team's next game. The St Louis Basketball Tournament Director will be notified and will in turn inform the officials for the team's next game of the coach's suspension.
 - 3.) The team bonus (1 and 1) goes into effect upon the seventh team foul of each half.
 - 4.) Upon the tenth foul of half, the team bonus is two shots, not 1 and 1.
 - 5.) Lane violations are three seconds for both fifth and sixth grade divisions. Note: a lane violation may consist of simply having one foot in the lane.
 - 6.) Any coach on the bench, or any player on the court, may call time-out.
 - 7.) Each coach must have a copy of each player's insurance form or medical release form for all games in case of an emergency.
 - 8.) No jewelry allowed (neck chains, necklaces, rings, watches, big hair clips, big bows, earrings,) unless covered.

B. Rules applicable to 5th grade teams:

- 1.) No full court pressure
- 2.) When a team gets control of their ball in the back court, the opposing team must get back allowing the offensive team to bring the ball up the court. The defensive players must remain behind the twenty-eight foot mark until the ball is brought into the front court (past mid-line) before pressure can be allowed. Upon repeated violations after warnings the officials can, in their discretion award a technical (5th grade only). The rule has been interpreted to mean that a pass in the back court is in control and therefore the defensive team, even if they are hustling back in the back court, cannot intercept a pass until the ball has crossed mid-court. The referees will give warnings to the coaches first.
- 3.) A goal outside the three-point line is three points.
- 4.) The regulation free throw line will be used.
- 5.) Boys use Girl's ball.
- 6.) Lane violations are after three seconds.

C. Other Rules Applicable to 6th Grade Teams:

- 1.) Full court pressure will be allowed during the second half. Coaches are expected to exercise good judgment and sportsmanship.
- 2.) The regulation free throw line will be used.
- 3.) The three-point goal is in effect.
- 4.) Three-second lane is also in effect.