

# Cobb County Parks, Recreation & Cultural Affairs

## Holiday Youth Basketball Tournament

### **RULES and REGULATIONS**

#### **I. PURPOSE**

The purpose of this tournament is to promote youth basketball in Cobb County while providing a safe, fun and competitive option for tournament level play. It is also our goal to support and insure good sportsmanship and fair play among all participants.

#### **II. ELIGIBILITY**

##### 1. Ages

Boys and Girls age 6 – 18

2. The age control date for this tournament is September 1<sup>st</sup> of the current year.

3. All league rosters and fees must be submitted before teams are allowed to participate.

#### **III. UNIFORMS**

1. Teams must wear numbered, non duplicating same colored tops and similar colored shorts during all games.
2. No Jewelry is allowed during games; this includes but is not limited to rings, bracelets, watches, necklaces and earrings. Only soft hair bands and ties are allowed during games.
3. Athletic footwear is required for all participants, and Coaches wearing hard bottom shoes on the sideline, will not be allowed on the playing floor.

#### **IV. PARTICIPATION**

1. Teams may only consist of players that are on their current league roster, players added from other league teams are ineligible. The Roster may not exceed **10** players.
2. All teams must be recreational in nature, and all players must have participated in their league program for at least 2 weeks prior to the tournament start date.
3. Each player is required to participate in each half of the game; the only exceptions are illness, injury and/or disqualification.
4. A player may NOT play on 2 different teams during the tournament for any reason. **NO EXCEPTIONS.**
5. Players that have participated in High School league play during the current school year are *ineligible* to participate in this tournament.
6. Players found in violation of any of the participation requirements will be immediately disqualified from the tournament and all games the team played with that player will be declared **forfeits**.

## V. GAME RULES

1. All games will be played in accordance with Georgia High School Athletic Association rules.
2. A team must have at least 4 players to start a game. A team may play with less than 4 players during a game as long as the original starting requirements were met.
3. Teams are allowed a *5 minute grace period* beyond the scheduled start time of the game. If a team is unable to produce the total starting amount of players required they will be charged with a **forfeit**.
4. With the exception of injury, coaches are not permitted on the playing floor. The Head Coach is the only person permitted to discuss a call with the referee and should be limited to questions regarding rule interpretations. Violations of this rule will result in an automatic Technical foul.
5. Ball Sizes will be as follows:
  - a. 8 and Under (both boys and girls) will use a youth size ball
  - b. 10 and Under boys, and All girls divisions will use a 28.5 size ball
  - c. All other boys age divisions will use a regulation size ball
6. Quarter time lengths, foul line and goal distances will be as follows:

Age	Time Length of Quarters	Foul Line Distance	Goal Height
8&u	8 minutes	9 feet	9 feet
10&u	10 minutes	10 feet	10 feet
12 &u <b>and Above</b>	10 minutes	15 feet	10 feet

7. All teams regardless of age division will receive 4 full time outs
8. Game will be played with a running clock. The game clock will only stop for:
  - a. With the whistle in the *last two minutes* of each half (\*except when a team is leading by more than 20 points)
  - b. Time outs
  - c. During overtime with every whistle in the last 1 minute of play.
  - d. During the one (1) minute break between quarters
  - e. During the three (3) minute break between halves\*\*If a team has a lead of more than 20 points, the clock will not stop until the lead falls below the 10 point mark or time runs out.
9. The next scheduled game of the tournament will start immediately following the end of the previous game.
10. Overtime
  - a. In the event that a game is tied at the end of regulation play, a three (3) minute overtime will be played with a continuous clock until the final minute of overtime.
  - b. If the game remains tied after one overtime period, over time periods of two minutes will be played until the tie is broken. The clock will stop with every whistle.
  - c. Each team will receive one additional time out at the beginning of each overtime period. They do not roll over.

11. Beginning Possession
  - a. For 8 and under divisions, the beginning possession of the ball will be determined by a coin toss. All other age groups will participate in a jump ball.
12. Full Court Pressure
  - a. In the 8 and under divisions, full court pressure will only be allowed in the *final 2 minutes of the game*. In the 10 and under divisions, full court pressure will only be allowed in the *final 2 minutes of each half*. In all other age divisions regular game rules apply.
  - b. If at any time during the game a team (any age division) gains a lead of 20 point or more, *NO full court pressure* will be allowed until the score differential drops below 10 points
13. The Lane
  - a. In both the 8 & under and the 10 & under divisions, the lane will have a 5 second restriction
  - b. In all other age divisions the standard 3 second lane restriction applies
14. No more than three (3) coaches will be allowed on the bench at any 1 time
15. Protest FEE
  - a. A **\$50 fee** will be charged for all protests.
  - b. Coaches and Organization Representatives wishing to protest must:
    - i. Obtain "Tournament Protest Form" from the Tournament Director
    - ii. Submit completed protest form with cash payment of protest fee to Tournament Director
  - c. Protest may only be made regarding rule infractions and player eligibility
  - d. If a protest is upheld the fee will be returned to the requester
  - e. All protest must be made within the same playing day of the game in question.
  - f. All decisions made by the Tournament Director are **final**.

## VI. CODE of CONDUCT

1. Player Conduct
  - a. Coaches and Organization Representatives will be held responsible for the conduct of their players and fans.
  - b. No Profane language, taunting, fighting or unruly conduct will be tolerated before, during or after games.
  - c. If a player receives a technical foul for **flagrant or unsportsmanlike conduct**, the player will be removed from the game and banned from playing in the teams **next played game**. (Forfeits do not count, the player must sit out of a live game).
  - d. If a player receives **2 flagrant** technical fouls during the course of the tournament, he/she will be **banned from the tournament entirely**.

- e. Any player receiving a total of **three (3) technical fouls** (for any reason) during the course of the tournament will be **banned from participating** in the remainder of the tournament.
2. Coaches Conduct
    - a. If a Coach is ejected from a game for unsportsmanlike conduct he/she will not be permitted to coach in their **next played game**. (Forfeits do not count; the coach must sit out of a live game).
    - b. If a Coach receives a second ejection at any time during the tournament he/she will not be permitted to coach for the **remainder of the tournament**.
  3. Cobb County Code of Conduct Policy

The Cobb County Parks, Recreation & Cultural Affairs Department has adopted a general code of conduct policy for all County run athletic facilities. A copy will be posted on-site. **By entering a Cobb County facility you have agreed to this policy.**

**Tie Breaker:** Ties for pool winners will be based first on **head to head then point differential**. Points are determined by the margin of victory of each of the three games with a maximum of + / - 15 points. If total points differential for both teams are still a tie, you add up total defensive points (total points given up in the three games) the team given up the fewest wins the tiebreaker. If there is still a tie after both of these tests, then a coin toss will determine the winner.