

Vale Basketball Tournaments Rules and Eligibility

Registration:

1. Coaches must check in 30 minutes prior to the start of their first game in order to fill out roster and waivers.
2. Players are only allowed to play on one team; however, a player may also play on one additional team as long it is ABOVE their age group and WITHIN their program. A player CANNOT play on more than one team in one age group. Vale must be notified in writing prior to start of the tournament if a player is playing on multiple teams (playing up age group) within the same program.
3. Payment is due before the first game is played in the tournament. There is no exception to this unless an agreement is made between AJ Hodge (Tournament Director) and the club before the event. Payment can be made at the front desk, online, or over the phone.

Game Rules:

1. There will be two 18 minutes halves w/ running time (see below)
 - a. Stop clock the last two minutes of each half, unless there is a 20 point lead in the 2nd half with 5 minutes remaining in the game.
2. There is a 10 minute warm up and a 3 minute half time for each game.
3. Each coach is allowed 2 timeouts per half (4 altogether, they will NOT carry over)
4. In case of a game ending regular time with both teams at the same score, there will be one 2 minute overtime with stop time until a winner has been decided.
 - a. ONE timeout in overtime (no carry overs)
 - b. If there is a tie after overtime, the game will be decided by head to head then point difference.
5. Players will be ejected upon receiving their 5th foul of the game.
6. Any coach or player receiving two technical fouls will be ejected from the game. All further disciplinary action will be determined by the tournament or site director.
7. Teams will shoot 1:1 on the 10th team fouls, they will be in double bonus on the 12th team foul.
8. Pressing is allowed for all grade levels. Exception: 3rd, 4th, and 5th grades, pressing is only allowed in the second half, to allow for younger players to get more feel in the game. Additionally, no pressing in any grade level is allowed if the lead is 20 points or greater for the winning team. This will be enforced by the referees.
9. Bench Expectations:
 - a. Only 2 coaches are allowed on the bench for games, as only two are allowed to sign in. If there are more than 2 coaches on the bench, the game will not be played until there are at most 2 coaches.
 - b. Other than the 2 coaches the only other people on the bench should be the players.
 - c. PLEASE clean up after your games. Food, water bottles etc., should be picked up and thrown away after each game.
10. Fighting:
 - a. There is no fighting, taunting, or threatening allowed at any point.

- b. There will be NO EXCEPTIONS
 - c. Ejections from game (due to fighting, not fouls) means that you are done for the tournament.
11. Ejections and removals are at the discretion of referees.
 12. Parents, fans, coaches, and players are all expected to conduct themselves appropriately. Swearing at or excessive yelling at refs, opposing players, or other fans will result in removal from the facility.
 13. All teams must provide a contact person who is reachable during the tournament.
 14. Standings & tie breakers:
 - a. Standings will initially be decided by W/L Record throughout pool play.
 - b. If there is still a tie between two teams then it will come to Head to Head (only applicable to a two-way tie).
 - c. If the standings can't be decided using the two methods above, then it will be decided by point differential (max 20 points per game).
 - d. The final tie-breaker will be fewest points allowed.

*******Referees have final say on any game related decisions or interpretation of a rule*******

******Any score or foul discrepancies will be determined by what's in the book, no exceptions******