## eTournaments - Everything Sport <br> Basketball Tournament Rules and Regulations

The eTournaments Mid-Summer Regional Championships is set to be held July $15^{\text {th }}$ and $17^{\text {th }}, 2016$.

## Team Rules

1. Rosters are limited to a maximum of 12 players. Finalized rosters must be submitted to the Tournament Staff prior to the first game.
2. All players must attend the middle school they are representing and no student beyond $8^{\text {th }}$ grade may participate in the tournament.
3. Team coaches are entirely responsible for making sure that their players fully understand tournament rules and regulations.
4. Team rosters must be signed by the principal or headmaster as well as the coach.
5. All teams must wear basketball jerseys during their games. Each jersey must have the same color and they must have numbers. Basketball shoes must be worn. All jewelry must be removed. Necklaces, earrings and watches cannot be worn during the game. All sleeves must match the main color of the jersey. All teams must have home and away color jerseys.
6. Each participating team must have an adult coach on the bench at all times.

## Playing Rules

1. Game Clock: Games will consist of two (2) twelve (12) minute halves for older division, and two (2) ten (10) minute halves for younger division.
2. Overtime: Should the game be tied at the conclusion of the game, an overtime period will be played. Overtime will consist of a three 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 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) and 2 thirty (30) second time outs per game. In case of overtime, two extra time outs (one full and one thirty (30) second) will be given per overtime period. Timeouts will not carry over from the regular game to the overtime period nor from overtime period to 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.
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. Seven 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 seven minutes. If at this point 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.
9. Team Fouls: After the $6^{\text {th }}$ team foul in a half, the opposing team will be in the bonus. After the $10^{\text {th }}$ team foul of the half, the opposing team will be in the double bonus.
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 three 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.
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 be in attendance at verification. If your player is not verified, they will not be able to play.

| No. | Player's Name <br> (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 any and all liability against the Tournament Director, tournament staff, trainers, volunteers, sponsors and the owners and operators of any facility utilized by the tournament.

Printed Name of Coach: $\qquad$

Signature of Coach: $\qquad$ Date: $\qquad$

I affirm that all of the players on the roster above are enrolled students at the proper age and that they are in the grade listed on the roster.
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$\qquad$

