



### **GENERAL RULES**

- The home team must wear light-colored uniform tops, and the away team must wear dark colored uniform tops.
- Game officials have the authority to eject players and coaches for poor sportsmanship at their discretion. All ejections are reviewed by the tournament director(s).
- All coaches must check in at the front and receive a wristband.
- Coaches are responsible for controlling team spectators and fans. Referees and tournament officials have the authority to ask a player or fan to leave for unsportsmanlike conduct. Teams can receive technical fouls for the actions of their coaches, players and spectators for any distractions ruled as unsportsmanlike conduct by the tournament staff.
- If a coach, player, or spectator is ejected from the game, he or she may be suspended for the next game during tournament play at the tournament director's discretion. The suspended coach, player or spectator may not be allowed on the property for the game in which they are suspended if the tournament director feels it is necessary.
- Any tournament participant (player, coach, fan, or referee) that has a physical interaction with another player, fan, coach, or referee will be suspended for not only that weekend's event, but also indefinitely. A return to the facility is at the discretion of Courtside Sports Manteca.
- Courtside Sports Manteca does not condone the use of racial slurs from players, parents, or coaches. Use of racial slurs is grounds for ejection from the event.
- If a team's head coach is ejected, any remaining games that weekend will be forfeited. That team may be banned from future tournaments, at the discretion of Courtside staff.

## GAME RULES

- All games will consist of two 20-minute halves.
- All games will be running clock unless the game is within 10 points or fewer in the final two minutes of the game.
- Teams will be in single bonus at 7 team fouls and will shoot one-and-one. Teams will be in double bonus at 10 team fouls and will shoot 2 free throws.
- Each team receives three timeouts per game and one additional timeout per overtime. Unused timeouts do not carry into overtime periods.
- Players foul out if they receive five personal fouls.
- Each game will have a minimum of three minutes of warm-up time and halftime will be two minutes.
- Overtime periods will be as follows:
  - 1<sup>st</sup> overtime: 2 minutes
  - 2<sup>nd</sup> overtime: 1 minute
  - 3<sup>rd</sup> overtime: Sudden Death (First team to score)
- If two players on the same team have duplicate numbers and it is caught by either the referee or the scorekeeper, a technical foul will be assessed.
- Players cannot play on two teams during the same game time slot, regardless of program. Once a player has checked into a game, they cannot leave that game to play for another team.
- Players cannot play on two teams in the same age division.
- In all divisions, players may enter the lane when the ball is released out of the shooter's hand.
- The home team is responsible for providing the game ball.
- Coaches must stay in the designated coaching box.
- All boys' divisions 6th Grade / 12U and up will use the full size 29.5 regulation basketball. All girls' divisions, and boys' divisions in 5th Grade and below will use the 28.5 size basketball.
- Jewelry including necklaces, rings, and metal bracelets are not permitted. Stud earrings are only permitted if they are properly taped.
- Any team which does not have five players by the start of the game will be given a grace period of ten (10) minutes before the game starts. After ten (10) minutes, the team may choose to play with four players or Courtside Sports Manteca reserves the right to enforce a forfeit.
- Rules that are not listed here will be in accordance with NFHS basketball rules.