

Coeur d'Alene Tribe Youth Sports Program

Sit Sit Kw Shoot Out Tournament

– Rules –

1/22/2014

Idaho State High School basketball rules and regulations will be in effect during all games with the following additions:

Division, Teams & Roster:

3rd grade division: is for players who are in the 3rd grade or lower. 4th graders are not allowed to play down.

4th grade division: is for players who are in the 4th grade or lower. 5th graders are not allowed to play down.

5th grade division: is for players who are in the 5th grade or lower. 6th graders are not allowed to play down.

6th grade division: is for players who are in the 6th grade or lower. 7th graders are not allowed to play down.

Jerseys: 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 can not be worn during the game. T-shirts with legible numbers on front and back will be allowed.

Rosters: Team roster must be submitted 30 minutes prior to each game. Team roster is limited to 10 (Ten) players. All players shall play for only one team per division. Teams will not be permitted to participate until all fees have been paid.

Coaches are the only ones permitted to make any roster changes. A team's roster becomes official and frozen at the start of the teams 2nd game.

****The team coaches are entirely responsible to make sure that their players fully understand tournament rules and regulations. All coaches are responsible for having legal proof of age documentation. (i.e. student ID, Tribal ID, or birth certificate)****

Each participating team must have an adult coach on the bench at all times. All players must have signed a waiver/liability form and an official roster sheet prior to the start of the first game.

Rules & Regulations:

Start: Four (4) players are needed to start a game and are needed for a game to continue, you can not play with only three (3) players; once a game is in progress that game can be finished with three (3) players or less.

Game Clock: Games will consist of two (2) ten (10) minute halves with a running clock.

Warm-up: Five (5) minutes will be given to warm up with time permitting.

Half Time: Half time will be five (5) minutes with time permitting.

Overtime: In the event of a tie at the end of regulation, overtime will be three (3) minutes with one (1) time-out per team. Second overtime, if needed, will also be three (3) minutes with one (1) time-out per team. Time-outs will not carry over from regulation or previous overtime. A third overtime will be sudden death; meaning the first team to score a point wins. Sudden death overtime will start with a jump ball.

Size of Ball: An official High School girl's basketball (28.5) will be used for boys and girls 3rd, 4th, 5th grade, and 6th grade girls. 6th grade boys will use an official High School boy's basketball (29.5).

Time Outs: Each team will be given four (4) one (1) minute time outs per game and they will not carry over into overtime. In the case of overtime, one (1) time out will be given to each team.

Grace Period: A ten (5) minute grace period will be allowed for tardiness and then if a team does not have four (4) players to start the game by the end of the grace period a forfeit will be declared.

Personal Fouls: Players will be given five (5) personal fouls per game. 3rd and 4th grade will be exempt from fouling out, however; it will be the coaches responsibility to control excessive fouling.

Bonus: Bonus shots will be given on the seventh (7th) team foul and the team will be in double bonus on the tenth (10th) team foul, per half.

Technical Fouls: All technical fouls will count as a personal foul. A player who receives a technical foul must sit out for the remainder of the half. If a player receives a second technical foul during the same game, the player will be ejected from the remainder of the tournament. Three (3) technical fouls per team will result in forfeiture of current game.

Each player must approach the scorer's table to check in. Only the coach can approach it for any other reason. If a player not checked in on the official score sheet enters the game, the team will be assessed an automatic technical foul.

Harassing the officials or swearing will result in a technical foul. If harassment continues, a technical foul or ejection may occur.

Any official or Director may disqualify any player for any reason they feel is excessively inappropriate, disrespectful, or disruptive.

Free Throws:

3rd grade boys and girls may shoot from the bottom of the foul circle, or the volleyball 10' line. They may cross the line when shooting.

4th grade boys and girls may shoot from the bottom of the foul circle, or the volleyball 10' line. They may not cross the line when shooting.

5th grade boys and girls will shoot from the foul line but may cross the line when shooting.

6th grade boys and girls will shoot from the foul line but may not cross the line when shooting.

3-Pointers: High School 3-point line will be utilized in all games.

Full court pressing and zone defenses: are allowed for boys and girls 5th grade and 6th grade. Once a team is up by 15 points or more, the team with the lead will not be allowed to full court press until the points are 14 points or less. The team that is down by 15 points or more may still full court press. 4th grade boys and girls may use a zone defense and are only allowed to press in the last two min of each half. There will be NO press or zone defense for 3rd grade.

Teams are not allowed onto the gym floor until their scheduled game; all participants must wait on bleachers or to the side. Gym floor is for players only. Please help in keeping spectators off the floor.

In the case of unforeseen circumstances, the Tournament Director and the Coeur d'Alene Tribe Youth Sports Program reserves the right to cancel or change scheduled times of games.

Code of Conduct:

All participants, coaches and spectators shall refrain from using profanity or verbal abuse towards other players, coaches, spectators, referees and the tournament staff.

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.

Team coaches will be responsible for the conduct of their players. Teams and spectators shall abide by the tournament rules and regulations.

Sportsmanship is number one. We are only playing for prizes and no one has an NBA contract that is playing in the tournament. It is not right, appropriate or very dignified to get out of control when what is important is how well our kids handle defeat as well as the victory.

Please make sure everyone is at their best behavior.

Fighting:

Fighting is an attempt to strike an opponent with the arms, hands, legs, feet or a combative action by one or more players, a coach or other team personnel. Any member or team personnel who participate in a fight shall be immediately suspended from the game for the duration to be determined by the Tournament Director and their Associates. Length of suspension will be assessed on an individual basis and will be at the full discretion of the Tournament Director and the Coeur d'Alene Tribal Youth Council and Staff.

Let it be known that spectators and visitors who elect to involve themselves in a fight during a game, will be suspended from both facilities for a length of time to be determined by the Tournament Director and the Coeur d'Alene Tribal Youth Council.

Should any team, player(s) or coach be disqualified from tournament play, there will be no refunds.

Food & Drinks:

Only water or sports drinks are allowed in the stands or gym floor. All other food and drinks must be consumed in the designated areas. Please put garbage in their proper receptacles. Help us to keep a clean facility.

Shooting Around:

There is NO SHOOTING AROUND on any of the gym floors between games or at half time. (Except for the two scheduled teams playing)

This will allow us to maintain a clean gym floor without having to sweep after every game.

Protest Procedure:

Only the opposing teams' coach who is playing the scheduled game can protest a player's eligibility. Player eligibility protest must be taken to the scorers table before the start of the game. Documentation/proof must be presented upon request. If the coach cannot provide proper proof of age for their player(s) being protested, then player(s) will not be allowed to participate until proof is provided.

The game will not be stopped to handle the protest. If the player(s) show up late and the opposing teams coach wants to protest the player(s). That protest will take place at half time only. If the player(s) being protested at half time cannot provide proper proof of age then the player(s) must sit until proof can be provided and that team will be charged with a technical foul. As a result, the opposing team will get two free throws and the ball.

The Tournament Director, Coeur d'Alene Tribe Youth Sports Program, tournament staff, the Coeur d'Alene Tribe and the Benewah Medical/Wellness Center are not responsible for any personal items that are left behind, lost or stolen.

The Tournament Director, Coeur d'Alene Tribe Youth Sports Program reserves the right to cancel a game or refuse service to any team/player or spectator.