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IROY BASKETBALL TOURNAMENT RULES

PIAA Rules and Format except the below:

Playing Times: 2 – 2 – 16 Minute Halves – Clock stops on Whistle

9U/3rd Grade Division

10U/4th Grade Division

11U / 5th Grade Division

12U / 6th Grade Division

13U / 7th Grade Division

14U / 8th Grade Division

15U Division / 9th Grade Division

16U Division / 10th Grade Division

17U Division / 11th Grade Division

Overtime – 3 Minutes

Double Overtime – 2 Minutes

Time Outs:

Two Full Timeouts per half (No timeouts from the 1st half can carry over to the 2nd half). One Timeout in Overtime.

Fouls:

Player Fouls Out- 6 Fouls

1-1 Bonus- 7th Team Fouls

Double Bonus- 10th Team Fouls

Technical foul counts as both a personal and team foul

Game Time and Grace Period:

Each Team is responsible of being at the gym at least 30 minutes before their scheduled game. There will be a 5-minute grace period allowed for any games. At least 5 players & a coach must be present to start a game. There will be a 5-minute warm up time before the game start time

Game Ball:

The 28.5 official game basketball size for 9u, 10u, 11u, & 12u and Girls Divisions

The 29.5 official game basketball size for 13u, 14u, 15u, 16u & 17u

Uniforms:

Each team must have a Home & Away jersey (light and dark). Players' jerseys must have numbers on both the front and back.

Pressing:

Pressing is allowed for all grade levels. Exception: 3rd and 4th grades, pressing is only allowed in the second half. However, no pressing will be allowed once the game margin has reached 20 points. Pressing can resume if the game margin drops below 20.

Mercy Rule:

If a team is ahead by 20 points or more in 2nd half, the clock will run. If the lead drops below 15 points normal rules (stopped clock) will resume. All games will be completely played out no matter the score.



Pre-Game:

Each team will be given 3-minutes to warm up before each game.

Players/Coaches/Parents/Spectators Etiquette

All players, coaches, parents, spectators and staff to act in an appropriate manner. If a situation arises iROY may remove the person from the site.

- In the situation of physical altercation, any player who leaves the bench to participate is ejected and suspended for the next game. Additionally, if a player initiates or participates in physical altercation, they are ejected and suspended for the tournament.
- Any coach/parent/spectator who is involved in an altercation will be asked to leave and will not be allowed to return to the tournament.
- Any player/coach that is ejected from the game will need to leave the building immediately. An ejection of any kind will result in suspension for the following game.
- Coaches are responsible for the conduct of their parents/spectators
- Site/tournament director will have final discretion in all rulings
- Formal complaints must be submitted to iroyrunning@gmail.com

No Jewelry except Religious and medical-alert medals.

Coaches are responsible for listing players on the official score sheet/book 10 minutes prior to the start of the game.

Birth Certificates or ID:

All teams must have each players birth certificate or identification card with them during the entire tournament for both safety & verification purposes if needed.

Age Challenges & Protests:

A protest of a particular player must be made by the opposing team (not including parents or fans) prior to the start of the game. Teams must submit a protest fee of \$100. The \$100 will be refunded if the protest is upheld and the player is found to be ineligible and/or if eligibility cannot be verified. Funds are forfeited if the protest is not upheld. Teams being protested must produce a legal birth certificate and/or form of ID showing the players date of birth for the player being challenged. Failure to produce the proper documentation will result in an automatic player disqualification for that particular player from any further games within the tournament.

NOTE: No player shall be double rostered within the same age bracket.



Pool Play Tie Breaker Criteria (In Order):

1. Head to Head Results
2. Point System (Margin Of Victory...plus/minus)- Any team winning by more than 15 points will only be rewarded 15 points for the victory. For example, if your team wins by 22 points you still will be rewarded only 15 points.
3. Points Allowed (the team with the fewest points scored against them in Pool Play is higher seed)
4. Coin Flip

Forfeited games will count as a game played. Max points will be awarded to the winning team.

Maximum margin of victory/defeat will be 15 points

Any rules not mentioned above will be worked out fairly at the discretion of the Tournament Director

ADMISSION

Adults

\$10 DAILY PASS

Children | Ages 6-11

\$5 DAILY PASS

Children | 5 & Under

FREE