



## **Tournament Competition Rules**

Texas UIL rules will be followed with the following exceptions highlighted below:

### **Game Information**

- **Home and Visitor Designation** - The designated home team is listed last in pool play and bracket, and the visitor team is listed first. The home team should wear light-colored jerseys and the visitor team should wear dark-colored jerseys. The home team should use the bench to the right of the score table as you face the floor.
- **Game Ball/ Scorekeeper/ Clock Operator** - The home team shall provide the game ball and a qualified scorekeeper. The visiting team shall provide a qualified clock operator. These responsibilities can be changed with the mutual agreement of both teams or at the discretion of the Tournament Director. A scorekeeper or clock operator can be removed and replaced at any time by the game officials or Tournament Director, whenever it is deemed appropriate to do so. Volunteer scorekeeper/clock operator must refrain from showing partiality, coaching players on the floor, or commenting on calls made by officials.
- **Ball Size** - Boys' Divisions 4<sup>th</sup> through 6<sup>th</sup> Grade and all Girls' Divisions will use a 28.5 basketball. All Boy's Divisions 7<sup>th</sup> Grade and older will use a 29.5 basketball.
- **Warm-up** - A minimum of 3 minutes will be provided for the pre-game warm-up (the warm-up time may be reduced at the option of the Tournament Director)
- Regulation clock will be used except as noted below:
  - 4<sup>th</sup> & 5<sup>th</sup> Grade Divisions will play 12-minute halves.
  - 6<sup>th</sup> & 7<sup>th</sup> Grade Divisions will play 14-minute halves.
  - All other divisions will play 16-minute halves.
- **Timeouts** - Each team will be allowed 3 thirty-second timeouts per game. One additional timeout will be allowed for the entire overtime periods. Players are permitted to sit on the bench during a time out.
- **Half time** - 3 minutes for all divisions, as time permits.
- **Free Throws** - Teams will not shoot 1&1 free throws on the 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> team fouls. Teams will shoot the double bonus beginning with the 10<sup>th</sup> team foul and all in the act of shooting fouls.
- **Pressing Rules**
  - All divisions - teams are not allowed to press over half court with a 20 point or more lead in the 2<sup>nd</sup> half.
  - The first violation will draw a warning from the officials; subsequent violations will receive a technical foul against the bench.
- **Running Clock** – For all divisions, when a team leads by 20 points or more during the 2<sup>nd</sup> half of a game, a running clock will be used. The clock will then be stopped only for time-outs, injuries, or the officials' discretion. If the lead is reduced below 20 points, the regulation clock is resumed.
- **Overtime** - First overtime period will be 2 minutes, second overtime period will be 1 minute, and third overtime will be first team to score.



## Behavior

- **Coach / Player Ejection** – If a coach/player is ejected by the officials, he/she must immediately leave the playing area. If the coach/player complies with the officials & tournament staff promptly, he/she will be allowed to coach/play the next game. If a coach is uncooperative, he/she may not be allowed to coach/play for the duration of the tournament. Multiple game ejections may result in additional suspension or correction action by the Tournament Director.
- **Behavior Expectations** - Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches, fans on and off the court and must promote the best sportsmanship, win, or lose. The Tournament Director or any game official may remove a player, coach, or fan from a game, tournament, or venue for inappropriate behavior. Tournament staff may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the events. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.
- **Zero Tolerance Policy – If any of the following actions take place:**
  - Deliberate heckling of officials, parents, players, or coaches
  - Fighting by any person in attendance
  - Any threatening act than may endanger any person in attendance

### **Tournament staff reserves the right to take any or all of the following actions:**

- Removal from tournament
- Possible forfeiture of the game
- Expulsion from any future Alodia events
- Law Enforcement Involvement

## Tiebreaker for Pool Play

- Two Team Tie – head-to-head winner of the game between two teams tied is awarded the higher place, with losing team awarded the next place.
- Three or more teams tied:
  - a) Head -to-head record for tied teams, with placing/seeding based upon the head-to-head record.
  - b) If head-to-head records are the same for 3 or more teams, the Point Differential Rule is used (each team is given a point differential for each game played, with a maximum +15 or -15 differential for any one game). In the event of a forfeit, the forfeiting team shall be given -15 points and the team receiving the forfeit will be given +15 points. In the event of a double forfeit, each team is given a loss with a point differential of 0.
  - c) Point Differential used for all pool or round robin games. Places awarded based upon highest Point Differential.
  - d) If two teams have the same point differential, winner of the head-to-head game between the teams is awarded the higher place.
  - e) If three or more teams remain tied, higher place awarded based upon the lowest defensive points allowed. Any remaining ties awarded based upon head-to-head competition.



## Player Eligibility

- Divisions are grade-based **using the applicable school year for grade of division!** Regardless of age, players are only eligible to play in their grade division or higher. Players cannot play in a lower grade division. Players can only play for one team per division and must play in the applicable gender division.
- Coaches may apply for a grade exception in ADVANCE of the tournament for players who have been accelerated in school due to academic excellence. Grade and age verification will be needed to review this exception.
- **Teams must bring proof of grade AND proof of age to the tournament** (Digital and physical copies are acceptable)
  - Grade – Report card, School ID with grade
  - Age – Birth Certificate, Passport, Driver's License
- Proof of grade (and age if applicable) **MUST** always be available for event staff. Failure to have information available when requested may result in player ineligibility, game forfeiture, or team disqualification.

## Protest Process

- Player protests will only be received from the HEAD COACH of an opposing team. The protest fee is \$100 per player paid in cash only. The protest must occur BEFORE the second half of a game. The protest fee along with the challenging team's grade eligibility documents must be presented before any action is taken. The player being protested must produce proof of grade and age if applicable. If the protest is lost or no documentation is presented, the player is ineligible for the tournament. If the player has already played in the protested game, the team forfeits the protested game. If the player's grade (and age if applicable) is validated, the \$100 is forfeited and the player is eligible to compete in the game and the tournament.

## Application of Rules

- The Tournament Director may modify the Tournament Rules when the Tournament Director deems it in the best interests of the tournament to do so and all teams, coaches, players, and attendees will be bound by any such charge.