

## Junior Youth Phenom Top 100 Tournament Rules

### GAME RULES

| Age Overtime*         |                      |           |
|-----------------------|----------------------|-----------|
| 2 <sup>ND</sup> GRADE | (2) 12 minute halves | 2 minutes |
| 3 <sup>RD</sup> GRADE | (2) 12 minute halves | 2 minutes |
| 4 <sup>TH</sup> GRADE | (2) 12 minute halves | 2 minutes |
| 5 <sup>TH</sup> GRADE | (2) 12 minute halves | 2 minutes |
| 6 <sup>TH</sup> GRADE | (2) 12 minute halves | 2 minutes |
| 7 <sup>TH</sup> GRADE | (2) 14 minute halves | 2 minutes |
| 8 <sup>TH</sup> GRADE | (2) 14 minute halves | 2 minutes |

All overtimes should be 3 minutes for the first overtime, 2 minutes for the second overtime and 1 minute for the third overtime (all ages/grades). Any overtime past three overtimes will be given 1 minute on the clock until a winner is determined. All timeouts carry over in all over time.

Halftime is 2 minutes for every age/grade division.

#### **GAME BALL:**

The official game size basketball for 2<sup>ND</sup>-6<sup>TH</sup> GRADE is 28.5.

The official game size basketball for 7<sup>TH</sup>-12<sup>TH</sup> is 29.5.

Girls all ages will use a 28.5 ball for the tournament.

#### **TIME OUTS:**

Each team will be given two full and two thirty's for the game

**GRACE PERIOD:** Teams will be given a 5.00 mins grace period. Any additional time must be approved by the site director and all changes are at the site directors discretion.

1. Each team will be given 2 minutes to warm up and 2 minutes for halftime. (The game time will also be the forfeit time. No grace period will be allowed).

|    |                                                                                                                                                                      |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2. | Mercy Rule: teams ahead by 20 or more points in the game will result in a running clock. If the lead drops below 20 points normal rules (stopped clock) will resume. |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|    |                                                                  |
|----|------------------------------------------------------------------|
| 3. | Each team is allowed two coaches and all players free admission. |
|----|------------------------------------------------------------------|

|    |                                                                                                                                   |
|----|-----------------------------------------------------------------------------------------------------------------------------------|
| 4. | Teams will shoot one and one on the seventh team foul and two shots (bonus) on the tenth team foul. The foul out rule is 5 fouls. |
|----|-----------------------------------------------------------------------------------------------------------------------------------|

|    |                                                                                                                                                                                                     |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5. | A team must have at least 5 players to start a game unless agreed upon by both teams. A team may play with less than 5 players during a game as long as the original starting requirements were met |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|  |  |
|--|--|
|  |  |
|--|--|

|    |                                                                                                                                                                                                                                                                                                     |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6. | With the exception of injury, coaches are not permitted on the playing floor. The Head Coach is the only person permitted to discuss a call with the referee and should be limited to questions regarding rule interpretations. Violations of this rule will result in an automatic Technical foul. |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|    |                                                                                                                       |
|----|-----------------------------------------------------------------------------------------------------------------------|
| 7. | Tie Breaker Rule: Head to Head, Differential (Teams in tie), Differential (All teams), Allowed (0 max points, repeat) |
|----|-----------------------------------------------------------------------------------------------------------------------|

## ELIGIBILITY

- **2nd Grade:** A player must be in 2nd grade as of October 1st, 2024 and cannot turn 10 prior to September 1st, 2025
- **3rd grader** who doesn't turn 9 prior to July 1st, 2025. 3rd Grade: A player must be in 3rd grade as of October 1st, 2024 and cannot turn 11 prior to September 1st, 2025
- **4th grader** who doesn't turn 10 prior to July 1st, 2025. 4th Grade: A player must be in 4th grade as of October 1st, 2024 and cannot turn 12 prior to September 1st, 2025
- **5th grader** who doesn't turn 11 prior to July 1st, 2025. 5th Grade: A player must be in 5th grade as of October 1st, 2024 and cannot turn 13 prior to September

1st, 2025

- **6th grader** who doesn't turn 12 prior to July 1st, 2025. 6th Grade: A player must be in 6th grade as of October 1st, 2024 and cannot turn 14 prior to September 1st, 2024
- **7th grader** who doesn't turn 13 prior to July 1st, 2025. 7th Grade: A player must be in 7th grade as of October 1st, 2024 and cannot turn 15 prior to September 1st, 2024
- **8th grader** who doesn't turn 14 prior to July 1st, 2025. 8th Grade: A player must be in 8th grade as of October 1st, 2024 and cannot turn 16 prior to September 1st, 2025 – OR – 9th grader who doesn't turn 15 prior to July 1st, 2025.

## **Certifications**

Proof of grade (report card or school ID) & age (birth certificate) is required at all JYPT100 Tournaments. Acceptable Proofs of age are, clean photocopies of birth certificates, adoption papers, immigration papers or school documentation. Proof of grade is a clean copy of any report card of the current calendar year that indicates the current grade of the player. Teams are required to have proof of grade and age upon check-in and in their possession during the duration of the tournament.

- Any player that does not have a report card indicating grade & a birth certificate prior to the team's first pool game will NOT be allowed to play in that tournament until the paperwork is turned in.
- Players can play up in a division, but not down.
- Players may only participate on one team in a tournament.
- A player MUST play in at least one pool play game to be eligible to play in bracket play.
- Only head coaches are allowed to challenge the legitimacy or eligibility of an opposing player. The coach must make the challenge and present 200.00 with the official challenge. Fans, parents, and assistant coaches are not allowed to make an official challenge. All challenges need to be made before the game starts.
- If a player whose eligibility is challenged is found to be eligible with proper paperwork (birth certificate/report card), the challenging team will lose a timeout and the 200.00 challenge fee.
- Players who are found to be ineligible will be removed from the game, the violating team will be assessed a technical foul.

## **UNIFORMS**

- Teams must wear numbered, non duplicating same colored tops and similar colored shorts during all games. Home team is responsible for the game ball and bookkeepers.
- No Jewelry is allowed during games; this includes but is not limited to rings, bracelets, watches, necklaces and earrings. Only soft hair bands and ties are allowed during games.
- Home team is on the bottom of the tournament schedule and wears a lighter color. The away team is listed on the top of the schedule and wears the darker color.

## **PARTICIPATION RULES**

- Teams may ONLY consist of players that are on the current team roster that MUST be submitted by each team prior to their first game. Players added after the roster form will result in forfeiture of the game in question. The Roster may not exceed 15 players unless previously discussed with Tournament management.
- A player may NOT play on 2 different teams in the SAME age group during the tournament for any reason. NO EXCEPTIONS. They may play in 2 different age groups if the player is listed on both teams' rosters prior to each team's first game. The player can only play for one organization.
- Players found in violation of any of the participation requirements will be immediately disqualified from the tournament and all games the team played with that player will be declared forfeits. All decisions made in these cases will be made by the Tournament Director(s) in charge and are FINAL.

## **CODE of CONDUCT**

- Coaches and Organization Representatives will be held responsible for the conduct of their players and fans. • No Profane language, taunting, fighting or unruly conduct will be tolerated before, during or after games. • If a player receives an ejection for flagrant or unsportsmanlike conduct, the player will be removed from the game and banned from playing in the teams next played game. (Forfeits do not count; the player must sit out of a live game). ALL FINAL DECISIONS ARE UP TO THE DIRECTORS.
- If a player receives 2 flagrant ejections during the course of the tournament, he/she will be banned from the remainder of the tournament entirely. ALL FINAL DECISIONS ARE UP TO THE DIRECTORS.
- Any player receiving a total of four (4) technical fouls (for any reason) during the course of the tournament will be banned from participating in the remainder of the tournament.
- 2 technical fouls in any given game is an AUTOMATIC ejection for the player or the Coach in question for the remainder of the game.

## **Coaches Conduct**

- If a Coach is ejected from a game for unsportsmanlike conduct he/she will BE observed CLOSELY in their next played game. Any rule violations will result in AUTOMATIC Technical &/or Ejections.
- If a Coach receives a second ejection at any time during the tournament he/she will not be permitted to coach for the remainder of the tournament.
- No more than three (3) coaches will be allowed on the bench at any 1 time

## **Parental Conduct**

- Coaches and Organization Representatives will be held responsible for the conduct of their players and fans. • No Profane language, taunting, fighting or unruly conduct will be tolerated before, during or after games. • If a parent receives an ejection for unsportsmanlike conduct, the parent will be removed from the game and banned from the facility for the rest of that game or even that entire day.
- If a parent receives a second ejection at any time during the tournament he/she will not be permitted to return to the tournament for the remainder of the tournament.
- ALL FINAL DECISIONS THAT ARE MADE IN ALL MATTERS ARE AT THE DISCRETION OF THE TOURNAMENT DIRECTORS