

Chicago Select 2008 Kings of The Hardwood Basketball Classic

Tournament Rules and Regulations

Except for specific rules stated below, IHSA rules will govern.

UNIFORMS

- All teams must have alternate jerseys.
- The first team listed shall be considered the home team and shall wear lighter jerseys if needed.
- A team's jerseys must all be of the same color and all have numbers.

ELIGIBILITY

- Players may play up, but not down, must play for same organization (cannot play for two teams in same age division) during the tournament.
- Coaches must enter their roster in official score book in numerical order before each game. Birth certificates and evidence of current grade in school in must be available upon request. If evidence cannot be produced upon request, the player or players in question will not be permitted to play. If player is deemed ineligible, the affected team will forfeit any games in which the ineligible player participated.

TIMING/ SCORING

4 - 8 min qtrs - 8th grade

4 - 8 min qtrs - 7th grade

4 - 7 min qtrs - 6th grade

4 - 7 min qtrs - 5th grade

- Clock stops on free throws and time outs last min of each qtr
- Four (4) full timeouts per team per game, with one (1) additional for each OT period.
- Five (5) minute between halves. (Tournament officials can shorten.)
- OVERTIME: Clock stops on all whistles. First OT is 2 minutes, second OT/add OT is one (1) minute.
*****EVERY TEAM MUST PROVIDE SCORER FOR EACH GAME*****

BALLS

- Teams must supply their own warm-up balls.
- 5th grade boys will use a 28.5 inch ball; 6th, 7th and 8th grade boys will use a regulation ball.

CONDUCT/BEHAVIOR

- Any player judged guilty of fighting or fouling with deliberate intent to injure will be ejected and suspended from next game.
- Referees are instructed to have zero tolerance for foul or abusive language from players, coaches, and/or fans. They are instructed to issue immediate technicals and, if necessary, ejections. This includes language not directed at referees, as well as language between coach and his/her own player.
- Coaches are responsible for parent's behavior and may be issued technicals if language/behavior on part of parents warrants.
- Failure on part of coach, player or fan to promptly leave gym upon ejection will result in forfeiture of game. Tournament staff will assist refs when necessary and have the authority to eject fans when necessary. NO PROTEST ALLOWED! Referee's decisions are final.

FOULS

- Five (5) individual fouls result in foul out.
- Bonus on seventh (7th) team foul each half. Double bonus at 10 fouls.
- Two (2) technicals on coach or player in one game will result in immediate ejection and suspension from next game.

PRESS/DEFENSES

- All grade levels will be allowed to press until they are winning by 20 points.

TIE BREAKER

A) Pool Play

Overall record with ties broken by head to head results, then largest point differential (maximum 15 point difference allowed per game), then least amount of points allowed, then coin flip.

B) Wild Card

Wildcards will be determined by overall record with ties broken by the largest point differential (max 15 point difference allowed per game), then least amount of points allowed, then a coin flip.