

Cal Sparks Fall Tip Off Classic 2005
TOURNAMENT RULES

Team composition: This is a GRADE based tournament with AAU Age exceptions. For example, an AAU 12u 8th Grader may play on a 7th grade team. Team Management must have A Birth Certificate and Photo ID on hand if a proper challenge is made by an opposing team PRIOR to tip-off of a scheduled game. Proper Challenge means that the Coach must file a “pregame” protest challenging the Grade/Age of a player with the Site Director for the games location.

Sportsmanship: Do the right thing. Respect your opponent, officials, Table Staff and opposition fans. Exercise proper conduct. Any Coach Ejected from a game may not Coach the following Game. Spectators may also be ejected for improper conduct.

Each Team must supply own warm-up balls. Game ball will be selected from Home team. Referees discretion. Uniforms with the number on at least one side – front or back. Home team is Top team on bracket or First team listed in pool games, and shall wear light jerseys.

Game Rules:

National High School Federation rules govern the tournament. Except as noted below, Tourney Rules should closely follow the rules in effect for California CIF High School games.

CLOCK RULES: 14 minute STOP TIME halves:

Mercy Rule: If point spread is ≥ 20 points, game converts to running Time. Half Court Defenses only while Mercy rule in effect. Stop Time Resumes if Margin drops to 15 or less.
No 30 second shot clocks. **5 second closely guarded with HELD BALL only.**

10 second count in the back court violations.

Each Overtime is 2 minutes stop time. No Ties. **TIME OUTS: (2) FULL per half – NO CARRYOVERS.** 1 time-out per overtime, no carryovers.

FOULS: Players foul out on the 5th Foul. **NO 1-n-1 bonus shots** given on the 7th team foul. **Double bonus on the 10th team foul** during each half.

Game Time is Forfeit Time. If five players are not on the floor ready to play at Game Time, a forfeit will be awarded to the other team. Site Director MAY allow an additional 5 minutes at his or her discretion and if tourney schedule is not behind. 5 minutes warm-up time. 3 Minute Halftime. Games may start before scheduled game time with consent of BOTH teams Coaches.

The Official Score Book is final!! All Official’s on court decisions are final!! **No protests.**

Pool Play TIE BREAKER: Division champion and other finish order determined as follows.
2 way tie. Head to Head determines Winner. 3 or 4 way tie: Highest Point Differential Total is the Winner. Winner of each game gets + point differential. Loser gets – the differential.
Example Team A 50, Team B 40. A gets +10, B has -10. 13 point maximum per game.
If Point differential results in a 2 way tie, then Head to Head between effected teams is the winner.

