

Rome Select Basketball 2019 Tournament Rules

Tournament Rules

1. AAU age and grade eligibility requirements apply.
2. TEAMS ARE EXPECTED TO ARRIVE ON SITE A MINIMUM OF THIRTY [30] MINUTES BEFORE THEIR SCHEDULED GAME TIMES.
3. We will start a game ahead of scheduled time if allowed. The grace period is the scheduled tip-off time, therefore, please be there (30 minutes) prior to your scheduled game time.
4. Only eligible players of that team, plus three (3) coaches (this includes statisticians, ball boys/girls, and/or other staff) may be allowed on the team's bench.
5. The tournament sponsors or their representatives are not responsible for lost items. Team Statisticians and/or other score keepers are not permitted to sit at or behind the scorer's table, nor ask questions of the official scorers table except during timeouts or halftime NO EXCEPTIONS!
6. Coaches should be aware that they are representing their Team/State and should dress accordingly
7. **There will be a \$6/Per Day \$10/Weekend pass Charge for spectators ages 12 and older. \$3 for ages 12 and under, 3 under Free**
8. All Rome Select Tournaments are grade level tournaments. Players play within their appropriate grade level unless they are a younger student. Birthdays after September 1st follow the AAU age requirement to play down. Birth certificate must be on hand during all tournament games.
9. Players may not switch teams within the same grade level during the tournament. The team that you start with is the team you must finish with. AAU rules allows a player to play on multiple teams that are not in the same grade category as long as the teams are apart of the same organization. For example a 8th grader can play up in the 9th grade division if his or her organization has another team in the 9th grade division. Players can not play for 2 different organizations in a single tournament. If a organization has multiple teams in a single age division, all rosters will need to be set 1 week before the tournament. Players can only be on one roster and can not switch to beef up a team during the event in order to win the title.

Game Rules:

1. The first team listed on the schedule (Left side, 1 v 2) will be designated as the HOME team and is expected to wear a White or light colored numbered uniform. The HOME team must provide their own scorekeeper in order to keep the book, and will be the "official book" for the game. The HOME team sits to the "Left" of the scorers table.
2. The second team listed on the schedule (Right side 1 v 2) will be designated as the VISITING team and is expected to wear a Dark colored numbered uniform. The VISITING team must provide their own clock keeper in order to keep "official score". The VISITING team sits to the "Right" of the scorer's table.
3. All games will be played in (2) Halves. Divisions will be played as follows with Run Clock **will be 18 minute Halves** (clock stops only for team and official timeouts and Foul shots) Last 2 minutes of each half will be Stop Clock. **Overtime per period 2 minutes. Team fouls reset during over time. If any team is up 20 points a full Run Clock will take effect.**
4. There will be NO Shot-Clock
5. Five (5) minute warm-ups will be provided prior to each game. Halftime will be Three (3) minutes in length.
6. Each team will be awarded (2) full time-outs *per half*. One (1) additional full time-out per team will be awarded for each overtime period. There will be no carry-over of time-outs from regulation to overtime.
7. **FOULS:** The 1 and 1 bonus will be awarded on the **7th** team foul per half and double bonus on the **10th** team foul in each half. A player will be disqualified from a game after he/she receives their **5th** personal foul.
ANY PLAYER, COACH, OR TEAM REPRESENTATIVE RECEIVING TWO (2) TECHNICAL FOULS IN ONE GAME WILL BE AUTOMATICALLY EJECTED FROM THAT GAME. ANY PLAYER, COACH, OR TEAM REPRESENTATIVE EJECTED FROM A GAME WILL NOT BE ALLOWED IN THE EVENT FOR THE REMAINDER OF THAT GAME, AND MUST LEAVE THE BUILDING IMMEDIATELY! **NO EXCEPTIONS!** Technical fouls are automatic (2) two points and the ball to the opposing team. Intentional Fouls are also automatic (2) two points and the ball to the opposing team.
8. Each team is responsible for their own warm-up balls. Away Team will provide GAME BALL.

All Girls & Boys 2nd Grade to 5th Grade Division 28.5 oz ball

Boys 6th Grade to 12th Grade Division 29.5 oz ball

9. **Foul Shots:** Players can enter the lane of the release. Shooter must let the ball hit rim before entering the lane.
10. **PRESS:** Full court pressing is allowed for the entire game at the following age divisions: **GIRLS & BOYS 6th – 12th Grade, Boys 5th & Girls 5th** you can press last **3 min of Each Half. Boys 3rd – 4th and Girls 3rd – 4th No Press**
No Press if a team is up 20 or more points.
11. **DEFENSE: Boys & Girls 6th – 12th Grade** any type of defense (Full or Half Court) is allowed, **Girls & Boys 3rd – 4th** any Half court defense is allowed, **Boys 5th & Girls 5th** (Full Court Defense) is allowed **at 3 min of Each Half**

12. Pool Play Tie Breaker: In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner. **2.** If more than two (2) teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential - with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points.) **3.** If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.