

Rome Select Basketball 2023 Spring Tournament Rules

Tournament Rules

1. AAU age and grade eligibility requirements apply.
2. TEAMS ARE EXPECTED TO ARRIVE ON SITE Thirty [30] MINUTES BEFORE THEIR SCHEDULED GAME TIMES. Game time is PLAY Time!!!! 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 two (2) coaches (this includes statisticians, ball boys/girls, and/or other staff) may be allowed on the team's bench. Only the Head Coach may stand during the game.
5. A Score Clock Attendant will be provided by the tournament. HOME Team will be Required to keep the Official Book. The Away team provides the Game Ball. 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/City/State and should dress accordingly.
7. The tournament sponsors or their representatives are not responsible for lost items.
8. **Cost for Spectators will be charged \$9 for a Day Pass or \$15 for a weekend pass.**
9. All Rome Select Tournaments are grade level events. All Players must play at their current grade level or Higher. Only exception is when a student has a late Birthday and qualifies to play down a grade. Birthdays have to be after September 1st and follow the AAU age requirement rule to play down. **Birth certificate and report card 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 allow a player to play on multiple teams as long as sad teams are not In the same grade category, and the teams are a part of the same organization. For example a 8th grader can also 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 a GAME BALL.** 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: Run Clock **will be 16 minute Halves** (clock stops for team /official timeouts and Foul shots) Last 2 minutes of each half will be Stop Clock and stop on whistle. 1st Overtime period 3 minutes. 2nd Overtime period 2 Minutes, 3rd overtime period Sudden Death. **Team fouls do not reset during over time.**
4. **If any team is up 20 points a full Run Clock will take effect.** There will be NO Shot-Clock
5. Three (3) minute warm-ups will be provided prior to each game. Halftime will also be Five (5) minutes in length.
6. Each team will be awarded (3) full time-outs *per game*. 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. Intentional Fouls are also automatic (2) two points and the ball.**
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 on 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 7th-12th) & (BOYS 6th – 12th)**
Girls 5th/6th & Boys 5th you can press last 3 min of Each Half. Boys 3rd – 4th and Girls 3rd – 4th No Press
THERE WILL BE No Press ALLOWED if a team is up 20 or more points.
11. **DEFENSE:** **(GIRLS 7th-12th)& (BOYS 6th – 12th)** Any type of defense(Full or Half Court) is allowed,
Girls & Boys 3rd – 4th Any Half court defense is allowed NO PRESS
Girls 5th/6th & Boys 5th Any Half court defense allowed (Full Court Defense is allowed under 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.