



# Sacramento Rebels Youth Basketball Organization

P.O. Box 221394, Sacramento, CA 95822-8394

## 40<sup>th</sup> Annual Invitational Basketball Tournament

April 27 & 28, 2024



### DIVISIONS

12<sup>th</sup> Grade Boys & Girls

11<sup>th</sup> Grade Boys

10<sup>th</sup> Grade Boys

9<sup>th</sup> Grade Boys & Girls

8<sup>th</sup> Grade Boys

7<sup>th</sup> Grade Boys & Girls

6<sup>th</sup> Grade Boys & Girls

5<sup>th</sup> Grade Boys

## RULES AND REGULATIONS

### PLAYER ELIGIBILITY / TEAM ROSTERS

1. Must be in high school or below; early high school graduates may be allowed by the Executive Board.
2. All game rosters must conform to the official tournament roster as approved by the Executive Board. Any changes to tournament team rosters should have been submitted and approved by the Executive Board prior to the tournament date.
3. Players not listed on the official tournament roster will not be allowed to play. Exceptions may be made on a case-by-case basis for team hardship if approved by the Executive Board.
4. Players are allowed to play for only one team and can be listed on only one roster. Failure to comply can lead to disqualification of the player from the tournament.
5. Each team must submit a Player Medical & Liability Release Agreement Form to the Gym Coordinator of the respective divisions signed by a parent or legal guardian of each tournament player. The waiver form must be submitted at least fifteen (15) minutes prior to the player's first game of the tournament before a player is eligible to play.
6. Each team must supply the official scorekeeper with the names and jersey numbers of team members no later than ten (10) minutes prior to the game.

### HOME TEAM

1. Top of bracket unless otherwise specified.
2. Choice of bench.
3. Wears white jersey (Exception: Rebels is always Home team and will wear red jersey).

### POOL STANDINGS DETERMINED BY:

1. Best WIN/LOSS record.
2. Pool Play Tiebreakers (in the event there are teams with the same record):
  - a. Total quarters won in first two games (or all three games in divisions with only 4 teams), not including any overtime play. If a tie remains, then:
  - b. Head-to-head: In the event that quarters won does not settle the tiebreaker, and two teams are still tied, the head-to-head result between games played against each other will determine the higher seeding. If a tie remains, then:
  - c. Total Point Differential: The largest difference between winner and loser score - plus (+) if winner and minus (-) if loser. There will be a maximum value of +/- 15, regardless of the final score. Therefore, there will be no tiebreaker advantage whether winning by 15 points or 50 points.
  - d. Coin flip. If three (3) teams are tied in won/lost record, total quarters won, and Total Point Differential, then:

- i. Coin flip: Three (3) team coin flip, odd coin out goes to championship.
- ii. Head-to-head between the two (2) tied teams will determine who plays for third place and consolation.

## RULES

All games will be played under the Basketball Rule Book of the National Federation of State High Schools (2023-2024) with the exception of rules noted on these next few pages.

### 1. CLOCK

- a. Game length:
  - i. 5<sup>th</sup> & 6<sup>th</sup> grade division: Four 7-minute periods
  - ii. 7<sup>th</sup> thru 12<sup>th</sup> grade divisions: Four 8-minute periods
- b. All Divisions:
  - i. Stop Time
  - ii. One-minute rest periods between quarters
  - iii. Five-minute rest period between halves

| 5 <sup>th</sup> thru 8 <sup>th</sup> Grade Divisions   | 9 <sup>th</sup> thru 12 <sup>th</sup> Grade Divisions  |
|--|--|
| <ul style="list-style-type: none"> <li>• No shot clock for Boys and Girls divisions</li> <li>• 10 second backcourt rule in effect</li> <li>• 5 second closely guarded rule applies.<br/>(Boys High School Rule)</li> </ul> | <ul style="list-style-type: none"> <li>• No shot clock for Boys and Girls divisions</li> <li>• 10 second backcourt rule in effect</li> <li>• 5 second closely guarded rule applies.<br/>(Boys High School Rule)</li> </ul> |

### 2. TIMEOUTS

- a. Each team is permitted two (2) 30-second timeouts and three (3) one-minute timeouts per game.
- b. Unused timeouts will not accumulate (carry over) into overtime periods.
- c. Only one (1) one-minute timeout in overtime and only one timeout for sudden death.
- d. Unused timeouts may not be carried over into overtime or sudden death.

### 3. OVERTIME

- a. Each overtime period including “sudden death” will begin with a jump ball.
- b. One new timeout per overtime period, no carry over.
- c. Team and personal fouls will carry over from regulation play.
- d. First overtime period will be 3 minutes stop time.
- e. Second overtime period will be “sudden death” (first point, including free throws, wins).

### 4. MERCY RULE (5<sup>th</sup> thru 8<sup>th</sup> Grades):

1. Mercy rule-if a team is up by 30 points at any time during the game, no full court defense will be permitted until a team gets within 10 points. If a team is up by 30 points at any time during the 4<sup>th</sup> quarter, running time will start until a team gets within 10 points. At this time, it will revert back to standard play (stop clock).
2. For 9<sup>th</sup> thru 12<sup>th</sup> grade divisions, the standard high school mercy rule of a running clock with a 40 point differential in the 4<sup>th</sup> quarter will apply.

## 5. PROTESTS

- a. Any protests regarding eligibility of a player must be made to the Gym Coordinator of the respective division within (5) minutes after the conclusion of the game in question. The use of an ineligible player constitutes a forfeit for the offending team.
- b. Protests of any game must be made to the Gym Coordinator of the respective division within five (5) minutes after the conclusion of the game in question.
- c. All protests will be handled by the Executive Board. Its decision is final.
- d. Protest of referee judgment calls will not be allowed.

## 6. LOCAL RULES

- a. Any single or double-digit identifying numbers are legal.
- b. Any team not ready to play ten (10) minutes after their scheduled start time forfeits the game. A team must have at least five (5) eligible players to start the game.
- c. The three-point rule will not be in effect in gyms without a three-point line.
- d. A tournament appointed scorekeeper and timekeeper will be designated as the official scorekeeper and timekeeper, respectively, for each game.
- e. Each team is responsible for its own insurance. The medical expenses of a player(s) injured during this tournament are the responsibility of the teams they represent.

## 7. UNSPORTSMANLIKE BEHAVIOR AND FIGHTING WILL NOT BE TOLERATED AT ANY TIME DURING THE TOURNAMENT OR AT ANY TOURNAMENT ACTIVITY. (This includes the time before games, between games and after games).

- a. A player displaying unsportsmanlike behavior (such as TRASH TALKING or PLAYER TAUNTING) will be given a technical foul without warning. All technical fouls will also be counted as a personal foul.
- b. A technical foul will be counted as an automatic two points for the other team and the ball back.
- c. Any player or coach assessed two technical fouls in a game is automatically ejected from the game and may have to sit out the rest of the tournament and/or tournament activities based on the Gym Coordinator and Executive Board's review.
- d. Any player or coach involved in a fight during a game will be assessed two (2) technical fouls and is automatically ejected from the game and is banned from further play and attendance at all tournament games and activities.
- e. Any player or coach disqualified from a game for technical fouls or fighting must leave the gym premises immediately and remain 100 feet from the gym. The game will not continue until the disqualified person leaves the premises. A five-minute delay due to the failure of the disqualified person to leave will result in forfeiture of the game.
- f. Unsportsmanlike behavior by anyone, including spectators, at any time during the tournament can result in removal from the gym or other tournament activities and may result in exclusion from all tournament activities at the discretion of the Gym Coordinator of the respective division and/or the Executive Board.
- g. Compliance is a team responsibility. Failure to comply will result in forfeiture of the game and exclusion from further tournament activities and future tournament participation.