



Presents its

Community Basketball Program

RULES AND REGULATIONS

and

Standards of Conduct

Updated as of February 2016

The GuamBasketball.com Community Youth Basketball Program is made up of volunteer coaches, volunteer assistant coaches, a volunteer tournament coordinator and volunteer gym helpers. At *all times*, we expect all people attending any of the activities for the tournament to follow these basic standards of conduct in order to support the following goals:

1. To teach the players teamwork and sportsmanship.
2. To ensure the players have fun.
3. To teach the fundamentals of the game of basketball.
4. To learn the rules and regulations of basketball.

Note: Tournaments follow a modified NCAA Federation rules and regulations to accommodate the time constraints for games.

Acceptable standards of spectator behavior include:

- Remain seated in the spectator area during the games.
- Respect decisions made by officials.
- Be a role model by positively supporting teams and by not shouting instructions or criticism to the players, coaches or officials. Do not coach from the stands.
- Make no derogatory comments or gestures to players, coaches, and parents of the opposing team, officials or tournament volunteers.

Violations committed for unsportsmanlike behavior will be subject to fines that are due and payable before a team's next scheduled game. Please see fine rate sheet for unsportsmanlike conduct.

Uniforms are required and a penalty fine will be imposed to teams in violation of this at \$10 per game.

Cutoff date for age divisions is January 1st.

- **Remember that the players are playing for their enjoyment, not yours.**

Thank You,

Elsa Ulloa
Tournament Coordinator

8 and under coed Division Rules – updated February 2016

The purpose of the 8 and under division is to give kids a chance to play an organized game of basketball. They will learn teamwork, sportsmanship and basketball skills, without being intimidated by other players, coaches or referees. When a violation occurs the game should be stopped, the players should be told what happened, shown how to correct the violation, and given the ball back. Games to be officiated by 1 referee and 1 score/time keeper. The tournament coordinator will resolve all disputes and questions arising from the interpretation of the tournament rules. No protesting of games allowed!

Basket Height: 8 feet
Basketball Size: Junior Size Basketball (27.0)
Lane Violations: N/A
Fouls: Referee called/instructed and counted resulting in the player fouling out after 6 fouls. Fouls will be recorded by the official scorekeeper.

Back Court: 20 seconds to bring the ball across the half court line.

Playing time: All players must play during a game and/or by a coach's decision. A two game minimum required for a player to participate in the playoffs if applicable. This rule will be enforced!

Defense:

- **MAN TO MAN DEFENSE ONLY! This will be enforced!**
- No full court press allowed until the final two minutes of each half. A full court press will be allowed if the score is a 10 points spread in the final 2 minutes of each half.
- Defense can extend no further than designated defense lines, which is the closest line to offensive basket past half court.
- Defensive players must remain with the players they are guarding.
- Stealing or intercepting a pass is permitted after the offensive player with the ball has crossed the half court line.

Time outs: Three 30 second timeouts per half are allowed per team with horn buzzing at 25 seconds.

Scoreboard/
Time:

Time and Score will be kept. Games will consist of two, 15 minute **running** halves. Players from each team should be assembled at mid-court for match-ups when buzzer signals start of game and end of the half sounds. Overtime consists of 2 minutes running clock during round robin and playoff games. - Playoffs and Championship Game Notes: The final minute of each half will use a stop clock on all dead balls. A championship game that goes into overtime will consist of two minutes stop clock with one timeout issued to both teams.

Grace Period: A team must have 5 uniformed players on the court to start the game. If a team fails to have 5 uniformed players on the court at the beginning of the game, the game clock will begin to run. Once both teams have 5 players, the first half will begin at the time remaining on the game clock. If a team fails to have 5 uniformed players on the court after a passage of 10 minutes on the game clock, a forfeit will be called. In the case of neither team having 5 uniformed players on the court, a double forfeit will be called.

Participation: A player is not allowed to participate on more than one team in the same division, below its division, and with a different club team participating in the tournament. Team uniforms are required. Fines will be issued to teams violating the uniform requirement rule.

Standards
Of Conduct:

- All players must be registered before they will be allowed to participate in the tournament. Registration includes application, waiver form, and a copy of birth certificate or passport.
- All adults and players are expected to display good sportsmanship at all times. Players are to stay seated on their team benches at all times during games. Standards of Conduct will be enforced by the game officials.
- **Only 2 coaches are allowed on a team bench.** One coach may stand and give instructions, but must remain in front of their bench in their coach's box and may not leave that area unless time has been called or there is a change in periods. A violation of this may result in a technical foul.
- Any coach who violates the rules of the tournament or conducts himself/herself in an unsportsmanlike manner will be subject to dismissal of the tournament site.

10 and under coed

Division Rules – updated February 2016

The purpose of the 10 and under division is to give kids a chance to play an organized game of basketball. They will learn teamwork, sportsmanship and basketball skills, without being intimidated by other players, coaches or referees. When a violation occurs the game should be stopped, the players should be told what happened, shown how to correct the violation, and given the ball back. Games to be officiated by 1 referee and 1 score/time keeper. The tournament coordinator will resolve all disputes and questions arising from the interpretation of the tournament rules. No protesting of games allowed!

Basket Height: 9 feet
Basketball Size: Junior Size Basketball (27.0)
Lane Violations: N/A
Fouls: Referee called/instructed and counted. Fouls will be counted and result in the player fouling out after 5 fouls. Fouls will be recorded by official scorekeeper.

Back Court: 20 seconds to bring the ball across the half court line.

Playing time: All players must play during a game and/or by a coach's decision. A two game minimum required for a player to participate in the playoffs if applicable. This rule will be enforced!

Defense:

- **MAN TO MAN DEFENSE ONLY! This will be enforced!**
- No full court press allowed until the final two minutes of each half. A full court press will be allowed if the score is a 10 points spread in the final 2 minutes of each half.
- Defense can extend no further than designated defense lines, which is the closest line to offensive basket past half court.
- Defensive players must remain with the players they are guarding.
- Stealing or intercepting a pass is permitted after the offensive player with the ball has crossed the half court line.

Time outs: Three 30 second timeouts per half are allowed per team with horn buzzing at 25 seconds.

Scoreboard/

Time: Time and Score will be kept. Games will consist of two, 15 minute **running** halves. Players from each team should be assembled at mid-court for match-ups when buzzer signals start of game and end of the half sounds. Overtime consists of 2 minutes running clock during round robin and playoff games.
- Playoffs and Championship Game Notes: The final minute of each half will use a stop clock on all dead balls. A championship game that goes into overtime will consist of two minutes stop clock with one timeout issued to both teams.

Grace Period: A team must have 5 uniformed players on the court to start the game. If a team fails to have 5 uniformed players on the court at the beginning of the game, the game clock will begin to run. Once both teams have 5 players, the first half will begin at the time remaining on the game clock. If a team fails to have 5 uniformed players on the court after a passage of 10 minutes on the game clock, a forfeit will be called. In the case of neither team having 5 uniformed players on the court, a double forfeit will be called.

Participation: A player is not allowed to participate on more than one team in the same division, below its division, and with a different club team participating in the tournament. Team uniforms are required. Fines will be issued to teams violating the uniform requirement rule.

Standards

Of Conduct:

- All players must be registered before they will be allowed to participate in the tournament. Registration includes application, waiver form, and a copy of birth certificate or passport.
- All adults and players are expected to display good sportsmanship at all times. Players are to stay seated on their team benches at all times during games. Standards of Conduct will be enforced by the game officials.
- **Only 2 coaches are allowed on a team bench.** One coach may stand and give instructions, but must remain in front of their bench in their coach's box and may not leave that area unless time has been called or there is a change in periods. A violation of this may result in a technical foul.
- Any coach who violates the rules of the tournament or conducts himself/herself in an unsportsmanlike like manner will be subject to dismissal of the tournament site.

12 and under coed Division Rules – updated February 2016

The purpose of the 12 and under coed division is to build the skills of the players and modify the rules to make the game more realistic. At no time should winning take priority over the tournament emphasis of teamwork, sportsmanship and basketball skills. Games will be officiated by 2 referees. The tournament coordinator will resolve all disputes and questions arising from the interpretation of the tournament rules. No protesting of games allowed! The tournament coordinator will resolve all disputes and questions arising from the interpretation of the tournament rules. No protesting of games allowed!

Basket Height: 10 feet
Basketball Size: Official Size Basketball (29.0)
Lane Violations: 3 seconds
Free Throw Line: 15 feet
Fouls: Five (5) fouls per player are allowed per game.

Playing time: • All players will play during a game and/or by coach's decision. A 2 game minimum required for a player to participate in the playoffs if applicable. This rule will be enforced!

Defense: • Defense can extend no further then the half court line.
• Full court press allowed in the last 2 minutes of each half if the opposing team is within a 10 point range.
• Stealing and intercepting the ball is permitted after the offensive player with the ball crosses the half court line.
• **Mercy rule will take affect with a 30 point lead. Defense must stay inside the three point line. A technical foul will be issued to team violating this rule after the first warning.**

Time outs: Three 30 second time outs are allowed per team per half. The buzzer will sound at 25 seconds.

Scoreboard/

Time: There will be a 5 minute warm-up period before each game. Games will consist of two 20 minute halves with a 2 minute break at halftime. In order to provide players with a competitive game experience the clock will stop for all out-of bounds play, timeouts and free throws during the final minute of play for each half.
-Overtime consists of 2 minutes stop clock. One 30 second timeout will be given to each team during overtime play.
-24 second shot clock will be used in all games.

Grace Period: A team must have 5 uniformed players on the court to start the game. If a team fails to have 5 uniformed players on the court at the beginning of the game, the game clock will begin to run. Once both teams have 5 players, the first half will begin at the time remaining on the game clock. If a team fails to have 5 uniformed players on the court after a passage of 10 minutes on the game clock, a forfeit will be called. In the case of neither team having 5 uniformed players on the court, a double forfeit will be called.

Participation: A player is not allowed to participate on more than one team in the same division, below its division, and/or with a different club team participating in the tournament. Team uniforms are required. This rule will be enforced. Fines will be issued to teams violating the uniform requirement rule.

Standards

Of Conduct: • All players must be registered before they will be allowed to participate in the tournament. Registration includes application, waiver form, and a copy of birth certificate or passport.
• All adults and players are expected to display good sportsmanship at all times. Players are to stay seated on their team benches at all times during games. Standards of Conduct will be enforced by the game officials.
• **Only 2 coaches are allowed on a team bench.** One coach may stand and give instructions, but must remain in front of their bench in their coach's box and may not leave that area unless time has been called or there is a change in periods. A violation of this may result in a technical foul.
• Any coach who violates the rules of the tournament or conducts himself/herself in an unsportsmanlike like manner will be subject to dismissal of the tournament site.

16U and 18U Competitive Division Rules – updated February 2016

The purpose of the A Division is to compete and exercise the skills of the players. At no time should winning take priority over the tournament emphasis of teamwork, sportsmanship and basketball skills. Games will be officiated by 2 referees, 1 score keeper and 1 time keeper. The tournament coordinator will resolve all disputes and questions arising from the interpretation of the tournament rules. No protesting of games allowed!

Playing time: • All players will play during a game and/or by coach's decision. A 2 game minimum required for a player to participate in the playoffs if applicable. This rule will be enforced!

Defense: • Person to person (man to man) defense and/or zone defense allowed.
• **Full court press is allowed.**
• Stealing and intercepting the ball is permitted.
• **No mercy rule in advanced level divisions.**

Time outs: Three 30 second time outs are allowed per team per half. The buzzer will sound at 25 seconds.

Scoreboard/

Time:

There will be a 5 minute warm-up period before each game. Games will consist of two 20 minute halves with a 2 minute break at halftime. In order to provide players with a competitive game experience the clock will stop for all out-of bounds play, timeouts and free throws during the final minute of play for each half.

- Overtime consists of 2 minutes stop clock. One 30 second timeout will be given to each team during overtime play.

- **24 second shot clock will be used in all games.**

Grace Period: A team must have 5 uniformed players on the court to start the game. If a team fails to have 5 uniformed players on the court at the beginning of the game, the game clock will begin to run. Once both teams have 5 players, the first half will begin at the time remaining on the game clock. If a team fails to have 5 uniformed players on the court after a passage of 10 minutes on the game clock, a forfeit will be called. In the case of neither team having 5 uniformed players on the court, a double forfeit will be called.

Participation: A player is not allowed to participate on more than one team in the same division, below its division, and with a different club team participating in the tournament. Team uniforms are required. Fines will be issued to teams violating the uniform requirement rule. **A player is not allowed to participate in any B division games for the duration of the tournament with the exception that a gender division is not available. This rule will be enforced.**

Standards of

Conduct:

- All players must be registered before they will be allowed to participate in the tournament. Registration includes application, waiver form, and a copy of birth certificate or passport.
- All adults and players are expected to display good sportsmanship at all times. Players are to stay seated on their team benches at all times during games. Standards of Conduct will be enforced by the game officials.
- **Only 2 coaches are allowed on a team bench.** One coach may stand and give instructions, but must remain in front of their bench in their coach's box and may not leave that area unless time has been called or there is a change in periods. A violation of this may result in a technical foul.
- Any coach who violates the rules of the tournament or conducts himself/herself in an unsportsmanlike manner will be subject to dismissal of the tournament site.

WARNING: **Should any unsportsmanlike, verbal, physical and/or violent behavior occur during a game the violating teams competing will be eliminated immediately from the tournament! At this level and age division the coach's, players and parents understand that sportsmanship and positive behavior sets the example for our younger players. Any violation of the rules will result in the game being stopped and coaches, players and parents asked to leave the tournament site.**



STANDARD OF CONDUCT

At all times we expect all participants and their fans in attendance to follow the standard of conduct that support the following goals:

**PRACTICE TEAMWORK AND GOOD SPORTSMANSHIP!!
TO ENSURE THE SAFETY OF EVERYONE AND HAVE FUN IN A POSITIVE ENVIRONMENT!**

Financial fines will be imposed to participants and/or teams that receive the following during games for sportsmanship violations:

<u>Description of Violation</u>	<u>Fine</u>
1. Personal Technical Fouls	
First Offense	\$ 10.00
Second Offense	\$ 20.00
Third Offense and Above - Game Suspension plus	\$ 40.00
2. Team Technical Fouls	
First Offense	\$ 10.00
Second Offense	\$ 20.00
Third Offense and Above - Game Suspension plus	\$ 40.00
3. Verbal and Physical Aggression will not be tolerated!	
First Offense - Automatic Ejection plus	\$ 25.00
Second Offense - Game Suspension plus	\$ 50.00
4. Uniform Code Violation - per team per game	\$ 10.00

Please note:

Violating parties will not be allowed to further participate until fines are paid in full.

This will be enforced!

All fines collected will be applied to the Overall Team Sportsmanship Award!

Warning: Unsportsmanlike behavior will not be tolerated! See tournament rules.

First warning will be issued to the coach, player, team bench and/or booster fans.

Second warning will result in a technical foul to the violating party.

Third warning will result in a stoppage of game followed by a forfeit to the violating team.