

2016 Redhawk Holiday Classic Tournament Rules and Regulations



Except for specific rules stated below, IHSA rules will govern.

UNIFORMS

- All teams must have alternate jerseys.
- The first team listed shall be considered the home team and shall wear lighter jerseys.
- A team's jerseys must all be of the same color and all have numbers.

ELIGIBILITY

- Players must play on only one team (at a specific grade level) during the tournament.
- Coaches must enter their roster in official score book in numerical order before each game. Birth certificates and evidence of current grade in school must be available upon request. If evidence cannot be produced upon request, the player or players in question will not be permitted to play. If player is deemed ineligible, the affected team will forfeit any games in which the ineligible player participated.

TIMING/ SCORING

- 18 minute running clock each half.
- Clock stops on all whistles in last minute of the 1st half and last two (2) minutes of the game. The clock will continue to run in the second half once the lead is 20 points or more.
- Three (3) full (1 minute) timeouts per team per game, with one (1) additional for each OT period.
- Three (3) minutes between halves. (Tournament officials can shorten.)
- OVERTIME: Clock stops on all whistles. First OT is 2 minutes; second OT is one (1) minute. Third OT is sudden death with the first team scoring two (2) points winning.
- Games may be shortened by referees and/or tournament officials at their discretion.
- The team listed first on the schedule is the home team and will be required to provide an adult to function as the official scorer. In some cases the visiting team MAY be required to provide an adult to run the clock.

BALLS

- Teams must supply their own warm-up balls.
- 3rd/4th and 5th grade boys will use a 28.5 inch ball; 6th, 7th and 8th grade boys will use a regulation ball.
- All girls' teams will use a 28.5 inch ball.
- No individual personal basketballs will be allowed in the gymnasium.

CONDUCT/BEHAVIOR

- Any player judged guilty of fighting or fouling with deliberate intent to injure will be ejected and suspended from next game.
- Referees are instructed to have zero tolerance for foul or abusive language from players, coaches, and/or fans. They are instructed to issue immediate technical fouls and, if necessary, ejections. This includes language not directed at referees, as well as language between coach and his/her own player.
- Coaches are responsible for parent's behavior and may be issued technical fouls if language/behavior on part of parents warrants.
- Failure on part of coach, player or fan to promptly leave gym upon ejection will result in forfeiture of game. Tournament staff will assist refs when necessary and have the authority to eject fans when necessary. NO PROTEST ALLOWED! Referee's decisions are final.

FOULS

- Five (5) individual fouls result in foul out.
- Bonus on seventh (7th) team foul each half. Double bonus at 10 fouls.
- Two (2) technical fouls on a coach or player in one game will result in immediate ejection and suspension from next game.

PRESS

- No pressing will be allowed for the 3rd/4th grade until the last two minutes of the game. All other grade levels will be allowed to press until they are up by 20 points.

TIE BREAKER

Pool Play

Overall record with ties broken by head to head results, then largest point differential (maximum 15 point difference allowed per game), then least amount of points allowed, then coin flip.