

## CES Spring Tournament Rules

All PIAA Rules Except:

- Coaches must confirm all numbers are in the book prior to the start of the game. Games will not start ahead of schedule before consent of both team's head coaches. If a player's number is not in the book prior to the game a technical foul will be awarded to the other team.
- Each team will be provided 2 coaches wristbands and will need them to enter the gym locations. Please see ticket person at the gate to receive.
- Games are two 16-minute halves with stopped clock, except for ages 3<sup>rd</sup> – 5<sup>th</sup> grade which play 14-minute halves stopped clock.
- Boys 3rd-6th grade (10U-12U) and all girls teams play will use the 28.5 Ball
- Pre-game warm up will be limited to 2 minutes (unless extended by tournament operator). Halftime will be 2 minutes and overtime will be 2 minutes.
- 5-minute grace period from the scheduled start time before forfeit is announced.
- Each team gets two full timeouts per game and 1 thirty second timeout per half. The thirty – second timeout does not carry over. Full timeouts do carry over. Overtime includes 1 additional thirty- second timeout.
- 6 personal fouls per game, player is disqualified once 6<sup>th</sup> foul is committed
- One and one on the 8th team foul and two shots on the 10th.
- Any player or coach receiving 2 technical fouls is excused from the game and will be suspended for the next game.
- **CES expects all players, coaches, parents, spectators and staff to act in an appropriate manner. If a situation arises CES may remove the person from the site.**
- **In the situation of physical altercation, any player who leaves the bench to participate is ejected and suspended for the next game. Additionally, if a player initiates or participates in physical altercation, they are ejected and suspended for the remainder of the tournament.**
- **Any fan/parent who is involved in an altercation will be asked to leave and will not be allowed to return to the tournament.**
- Site/tournament director will have final discretion in all rulings
- Formal complaints must be submitted to [mark@cesports.net](mailto:mark@cesports.net)
- Mercy Rule:
  - if team is winning by more than 25 points the clock will run. If the score returns to under 25 clock will stop.
- Rosters & Age Verifications:
  - No player may be double rostered on another team within their same division
  - Players are able to play up but are NOT allowed to play down as we are a grade-based tournament operator
  - Birth certificates & report cards are required to be presented if you are challenged on a grade by the opposing team or another team within the division. Challenges must be made prior to the game beginning. CES events are grade based, not age.
- Pressing:
  - 6th Grade and older pressing will be allowed at all times unless the lead exceeds 25.
  - For 3<sup>rd</sup> grade division pressing is not allowed at all
  - 4th/5th Grade- Pressing is allowed until the pressing team is ahead by 15 points.

- 4<sup>th</sup> Grade Pressing must be man to man pressing, no zone pressing at the 4<sup>th</sup> grade level.
  - **PLEASE USE COMMON SENSE WHEN PRESSING AND DISPLAY GOOD SPORTSMANSHIP!**
- 3<sup>rd</sup> & 4<sup>th</sup> Grade Rules
  - Teams are required to play man to man defense all game
- Exposed Jewelry and Hair
  - Piercings on ears must be taped and any wrist bands will not be tolerated unless given permission from tournament director. Exposed beads in hair will not be permitted as they are a danger during play

Tie breakers used after head to head record

1.) Head to Head

2.) Score differential up to a maximum of 15 points per game.

3.) Least points allowed

All forfeits will be given a differential of 5 points and will NOT be used in calculation of least allowed.

3 way ties will go immediately to Point differential to decide the seeding