



# **Tournament Rules**

## **CONTACTS:**

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***BIRMINGHAM BLUE DEVILS***

## **RULES FOR THE TOURNAMENT**

1. Awards will be given for 1<sup>st</sup> and 2<sup>nd</sup> Place Teams. Award to 1<sup>st</sup> place only in Silver Bracket.
2. High School rules are in effect (AHSAA) with exceptions noted below.
3. All 10U, 11U, 12U, 13U and 14U will be played with two sixteen minute halves. Clock will stop for time-outs, foul shots and injuries in all games. Clock will stop on all dead balls beginning at the one minute mark.
4. All 15U, 16U, 17U games will be played with two eighteen minute halves. All other above rules (#3) regarding the clock is the same.
5. Game time is forfeit time(5 minutes placed on clock and 2 technical fouls will given). Please arrive at your game 30 minutes prior. Rosters need to be turned in at least 15 minutes prior.
6. Two (2) coaching passes per team.
7. Referees have the right to eject any coach, parent, or fan from the gym if there is any inappropriate behavior or language. Bad sportsmanship will not be tolerated. Any misbehavior or misconduct on or off the court will be subject to individual and/or team disqualification from the event. No refunds will be issued for the individual or the team.
8. Two (2) minute half time, two (2) minute pre-game warm-up. All subject to change if running too far behind schedule.
9. No coolers will be allowed in the gym. Each team will be responsible for cleaning up behind themselves in the bench area. All debriefings need to be done away from the bench post-game.
10. Each player will be allowed (6) personal fouls. Technical fouls will be counted as a personal foul.
11. All roster changes must be taken care of prior to all games.
12. First overtime will be two (2) minutes in length with clock stopping on foul shots and timeouts. Second overtime will be one (1) minute with the clock stopping on all dead balls. Third overtime will be one (1) minute with a running clock. One timeout per overtime.
13. Four (4) timeouts per game (two full timeouts and two 30 second timeouts).
14. **COACHES ATTIRE:** Coaches must wear either a coach's shirt with a collar or team t-shirt with team name on it. Shorts are acceptable. NO FLIP FLOPS. It is a technical foul if a coach does not have on proper attire.
15. **All teams must come dressed for all games, as uniforms will serve as free entry into the games for team members.**
16. All players must be in matching uniforms and must have numbers on the uniforms (no taped numbers) Any violation of this rule is a two shoot technical foul and player removed from game.
17. Home Team must keep the official book. This must be a responsible adult who will conduct himself/herself in a professional manner. Official bookkeeper will alert the announcer of team fouls. Official bookkeeper will sit at the scorers table.
18. Home team will be in bold caption and must wear white or light color jersey.
19. Balls are not allowed to be bounced during the game or in the hallway.
20. Free throw shooting rules are in effect. Ten (10) seconds per shot.
21. No kids (or adults) on the floor in between games and/or during timeouts. A warning will be issued the first time, after that the team will be assessed a technical foul in the current game or the team's next game.
22. 10 fouls to get to the bonus

23. No Double Bonus!!! (only shooting fouls and technical fouls are two shots)
24. A player **CAN** play on multiple teams, providing they are playing up. They **CAN NOT** play on two teams in the same age division. If anyone is caught, it is an automatic ejection.
25. All players must play on a team of his age/grade unless he/she is playing up. AAU rules apply (example 13U must be in 7<sup>th</sup> grade and cannot turn 15 before Sept. 1<sup>st</sup> unless playing up)
26. Player's age protests must be accompanied by a \$100 deposit. If the protest is won money will be returned and the player/players will be disqualified for the remainder of the tournament. All games that the illegal player played in will be a lost for that team. If the protest is lost, all money will go to the host club. Protests are done by informing the referee that the game is being played under protest. After the game is over, the director must be informed and at that time appropriate actions will be taken. Coaches have two hours after his/her game is final to inform site Director of his/her protest, explain what the protest is and pay \$100.00 Protest Deposit
27. Coaches must keep copies of proof of age/grade for verification. (Birth Certificate, Report Card, Progress report or Passport)
28. Tie-Breaker Rules :Head To Head, Point Differential, Scored, Allowed
- A. Head to Head Play: The team that wins the head to head competition between the two (2) tied teams will win age group or receive the higher seeding in bracket play.
- B. Point Differential: A point differential system will be used if two teams are tied. The point differential system will be computed between the tied teams only. Teams will receive a maximum of +13 points for a win and a maximum of -13 points for a loss. The team with the most positive points will be first followed by the next most positive total.
- C. Points Scored: Total Points Scored
- D. Allowed: Lowest Defensive Points Allowed

**Example:**

Team A: 50 Team B: 47 = Team A (+3) and Team B (-3)

Team A: 30 Team C: 54 = Team A (-13) and Team C (+13) **\*Note: +/- 13 is the maximum\***

Team B: 45 Team C: 43 = Team B (+2) and Team C (-2)

All three teams tied at 1-1

Totals:

Team A: +3-13= (-10)

Team B: -3+2= (-1)

Team C: +13-2 = (+11)

RESULTS:

Team C: 1<sup>st</sup> Seed

Team B: 2<sup>nd</sup> Seed

Team A: 3<sup>rd</sup> Seed

**29. THE TOURNAMENT DIRECTOR WILL HAVE THE FINAL SAY REGARDING ANY DISPUTES. THIS TOURNAMENT IS FOR THE KIDS – LET'S ALWAYS KEEP THAT IN MIND!**

**ADMISSION**

Friday - \$7.00

Saturday - \$10.00

Sunday - \$10.00

Children Under 6 - Free