

# YouthNBA 2016 2<sup>nd</sup> Annual Christmas Classic

## **5th Grade**

A player must be in the 5th grade or under as of October 1, 2016.

## **6th Grade**

A player must be in the 6th grade or under as of October 1, 2016.

## **8th Grade**

A player must be in the 8th grade or under as of October 1, 2016.

**Check-in:** Team must be checked in 1½ hours prior to start of their 1<sup>st</sup> game, with roster and copies of report card and birth certificates of all players. (Copy of certified birth certificate from the state, county, or municipal Bureau of Vital Statistics at the place of birth. Players that cannot provide report cards and certified birth certificate will not be allowed to participate until such proof of age is received.)

- 5<sup>th</sup>& 6<sup>th</sup> Grade 7 minute quarters
- 8<sup>th</sup> Grade 8 minute quarters
- 5 Minute warm-up unless games are running behind (3 minutes)
- 3 Minute Half Time
- Overtime periods will be 2 minutes for all grades and each team will receive an additional full time out. Time outs do not carry over from regulation game to overtime.
- Forfeit time is 5 minutes from the scheduled start time of the game.
- 30 point mercy rule will be in effect. Clock will run continuously except during time outs any time a team reaches a lead of 30 points or more.
- 5<sup>th</sup>& 6<sup>th</sup> grade will play with a 28.5 ball
- 8<sup>th</sup> grade will play with a regulation ball
- Time outs: Each team will have 3 - "30 second" and 2 Full time outs per game.
- NO PRESS RULE: At the time a winning team gains a lead of 30 or more points in the second half, they must play defense behind the half court line until the trailing team brings the point difference to 30 points or less.

**Uniforms:** All teams should have jerseys with numbers on front and back of jerseys, no exception. One administrative technical will be administered for any team that does not have numbers on front and back of jersey. The home team in each game will wear the light colored jerseys. Jersey's must be tucked in before entering the game and during the game.

**Bench Rules:** Only eligible players plus a maximum of three coaches (this includes statistician, ball boys, and other staff) may be on the team's bench. Violation of this rule will result in a technical foul. The team will then have 1 minute to clear the bench of anyone not listed on the official roster. If a team fails to comply, the violator(s) will be ejected.

**Tiebreaking System:**

a) Head to Head Play: The team that wins the head to head competition between the two tied teams will move on.

b) Point System: A point differential system will be used if two or more teams are tied. Teams will receive a maximum of +15 points for a win and a maximum of -15 points for a loss. The team with the most positive points will be first followed by the next most positive point total. If two teams are still tied, they would revert to the first tie breaker system.

c) Defensive Point System: A total defensive point system will be used if three teams are still tied. The teams with the least amount of aggregate points given up would move on.

d) Coin Flip if all else fails, a coin will be flipped

Unsportsmanlike Behavior: Will be addressed quickly and assessment of technical fouls will be appropriately applied.

Such as:

- disrespect- to coaches, officials, other players, spectator.
- taunting- show boating, extreme celebration
- profanity- towards officials, other players, spectator, etc.
- unruly- hand gestures, trashing equipment

*\* Offender will be removed from the premises*

**Admissions and Tickets:** Cost will be \$10.00 per day and \$25.00 for the weekend pass. Only three coaches per team will be allowed entry without admission fee.

**Protests:** Any protest must be communicated immediately to the YouthNBA Director. Protests must be submitted in writing and be accompanied by a \$100 cash fee. A committee will consider all protests as soon as possible. Protests pertaining to an official's judgment will not be considered. Protests in regards to qualifying ages/grades found to be justified will result in disqualification of the violating team.

**Fans:** Coaches are responsible for the behavior of their players and fans. Any behavior found to be in violation of sportsmanlike conduct will result in a warning to the team and offender, a second offense is automatic ejection from the gym and a technical foul to the team.

**These rules will be strictly enforced!!**