



5th ANNUAL COURTNEY S. CROOMS “MEMORIAL” TOURNAMENT RULES

MAY 18TH – 20TH 2012

1ST PLACE TEAMS \$1,000

2ND PLACE TEAMS \$500

AGE ELIGIBILITY

All Non-athletes/coaches are responsible for ensuring that their team meets all eligibility requirements. The Courtney S. Crooms Foundation's Annual “Memorial” Tournament Fund-raiser is an **AGE-BASED** event. Each age division consists of a 12-month age window which determines an athlete's participation within any given division. If an athlete's age is outside the 12-month window for their respective grade (no greater than 12 months) the athlete/coach **MUST** complete and submit a grade verification form one (1) week prior to the tournament start date for approval of said athlete's participation in requested age division. If an athlete is in any grade above what is normal and/or customary for their age, that athlete may petition to play down (no greater than 12 months) provided they meet the established criteria and complete and submit a grade verification form one (1) week prior to the tournament start date for approval of athlete's participation in requested age division.

Age Group: 13u/8th 14u/9th 15u/10th 16u-18u/11th - 12th

***8th Grade:** Athletes must be in the 8th grade as of October 1st, 2011 and can be **NO OLDER** than 14 on September 1st, 2012

***9th Grade:** Athletes must be in the 9th grade as of October 1st, 2011 and can be **NO OLDER** than 15 on September 1st, 2012

***10th Grade:** Athletes must be in the 10th grade as of October 1st, 2011 and can be **NO OLDER** than 16 on September 1st, 2012

***11th Grade:** Athletes must be in the 11th grade as of October 1st, 2011 and can be **NO OLDER** than 17 on September 1st, 2012

***12th Grade:** Athletes must be in the 12th grade as of October 1st, 2011 and can be **NO OLDER** than 18 on September 1st, 2012

-Proof of grade documentation MUST be available for review prior to first Pool Play game and remain on hand throughout the TRN. If a team is challenged regarding the eligibility of a player and cannot produce any of the documents listed, all games played with the ineligible player will result in a forfeit. Acceptable documents include the following:

1) A photocopy of the portion of the athlete's report card for the current school year which shows name, grade and school.

2) A certified copy of birth record from the State, County, or Municipal Bureau of Vital Statistics in the place of birth. (HOSPITAL RECORDS ARE NOT ACCEPTABLE.)

PLAYER PARTICIPATION

Players will be allowed to play for **one** (1) team only, with the exception of players for the Courtney S. Crooms (CSC) Foundation team.

GAME START TIME

Game time is game time! No grace period, with the exception of the last game of the night. All teams are expected to arrive for games thirty (30) minutes prior to the scheduled start times. Score Sheets must be filled out before the official game time. If a team is not on the court at the scheduled game time an official forfeit will be declared.

WARM UP

All games will start at scheduled times with a minimum of five (5) minutes between games

PLAYING TIME

Two 18-Minute Halves

RUNNING CLOCK

The clock will continue to run with the exception of time outs, player injury, the last **TWO** minutes of the first half and the last **FOUR** minutes of the second half.

HALFTIME

4 minutes

OVERTIME

There shall be no overtime played during POOL PLAY. Overtime will consist of a 2-minute regulation period with each team having 1 full timeout (no carry-over). If a game remains tied after overtime period, the following TIE BREAKER rule will determine which team(s) will advance. All Championship Games will be played until there is a winner.

-The team with the highest point total shall advance (a point differential, maximum of thirteen (13) points). If teams have equal point totals, the team with the highest head-to-head point total shall advance. (Head-to-head competition refers to the win/lose

record when the two teams played each other during Pool Play.)

-Tie breaker rule will be applied to games during Pool Play

FOULS

Each player will be allowed a total of six (6) fouls before being disqualified

BONUS

Bonus "2-Shot" free throws are shot on opponent's 10th foul. There will be no one-and-one bonus at the 7th foul

FREE THROW

6 players in lane (4 defensive and 2 offensive) + shooter

TIME OUTS

1 full (60 sec) & 2 thirty-second per **half**, 1 full per overtime

HOME TEAM

Listed first in pool play, or on the top of bracket wears light colors

LINEUP

Bottom spaces are not used

BENCH PERSONNEL

Only players whose names appear on the team roster and in uniform may sit on the bench, with a Max 15 players. Four (4) other persons (coaches, trainers, score keepers) may be on team bench during each game for a total of 19. Violation of this rule will result in a two-shot technical foul and the violator will be removed from the bench.

SCOREKEEPERS

Teams may keep their own scorebooks but may not approach the official scorers' table without consent from the referees. The first occurrence will result in a warning. After a warning is given, the next occurrence will result in an administrative technical foul

DRESS CODE

All coaches, assistants, and/or score keepers male or female occupying the bench must adhere to the dress code by wearing a shirt with a collar, long pants (no blue jeans) or dress shorts/skirts and close-toed shoes. No head attire may be worn. Game officials, Tournament Director and/or Site Directors have the authority to NOT allow any coaching staff on the bench if not in proper attire.

Players Dress attire:

-Each player (and team) must have two (2) different color jerseys (shirts). One of the jerseys must be white.

-All undershirts must be of a similar color to the jersey (shirt) worn without pictures or lettering

CONDUCT

Coaches Conduct: Any coach receiving two (2) technical fouls in a game will leave the game AND the facility in which the ejection occurred. The ejected

coach will not coach the next game. If the same coach receives two (2) technical fouls in a subsequent game, he/she will be removed from the competition venue and not permitted to coach for the remainder of the tournament.

Players Conduct: A Player receiving two (2) technical fouls is excused from the game in which the ejection occurred and will not play in the next game.

Spectator Conduct: Any spectator told to leave the facility by a Game Official or Site Director must leave the game **and** the facility in which the ejection occurred. The game will be stopped until the fan has left the facility. Any Coach, player, or spectator asked to leave the facility for fighting or violent conduct will be banned from the tournament venue(s) of competition for the remainder of the event

PROTEST

The Courtney S. Crooms Memorial Tournament does not recognize or allow protest