



Las Vegas Invitational RULES & REGULATIONS

I. **Rosters**

- A. Rosters are to be the regular league rosters from CYC, CBO, JAO, SEYO, or NAU. Any additions to the regular league roster must be from one of the named leagues and must receive prior approval from the Hollywood Dodgers Tournament Committee. All additions and deletions must be submitted on the "Roster Change Form" which is available on the Hollywood Dodger web site at www.hollywooddodgers.com. Player additions will only be considered to allow a maximum of 8 players on the team roster. No additions to the roster will be allowed during the tournament.
- B. Only players who are listed on the **signed** registration/waiver form will be allowed to participate. Each team is responsible for its own insurance coverage.
- C. Players may only play for one team during the tournament.

II. **Equipment**

- A. Uniforms - Teams must have both light and dark uniforms with numbers on the front and back. A technical foul (two freethrows) will be issued for each infraction.
- B. Basketballs
 - 1. The 2nd grade girls division will use a youth #5 (27") ball, 2nd & 3rd grade boys and all other girls divisions will use a women's (28.5") ball, and all other divisions will use regulation (29.5") men's basketballs.
 - 2. The best available basketball at the time of the game will be used as the game ball. Final determination will be made by the officials.

III. **Playing Rules**

Unless otherwise specified, all games will be played under CYC (boys divisions), JAO (girls divisions) and NAU (adult divisions) rules for the upcoming 2008-2009 season.

- A. Teams must be ready to play as scheduled. **Games could be scheduled as early as 8:00 am on Saturday and Sunday.** A 10-minute grace period will be allowed. **Teams may begin playing with four players.**
- B. No shot clocks will be used.
- C. 3-point shots will be allowed in all divisions where the court is permanently marked.
- D. Playing Time
 - 1. Each game will be comprised of two twenty-minute running-time halves.
 - 2. The last 15-seconds of the first half and the last two minutes of the second half will be played as stop-time, provided the difference in scores is less than 15 points at the two-minute mark. (Once stop-time begins, it continues that way for the remainder of regulation play regardless of any subsequent point spread changes.)
 - 3. Players are required to play in each half. Non-compliance will result in game forfeiture.
- E. Overtime
 - 1. Overtime is 2-minutes long and played as stop-time, beginning with a jump ball.
 - 2. If the score is still tied after overtime, then sudden death will begin with a jump ball, and the team scoring first will be declared the winner of the contest.
- F. Time-Outs
 - 1. Two full (1-minute) and two 30-second time-outs will be allowed per game per team with no carry-overs into overtime.
 - 2. One time-out will be granted for the overtime period; no time-outs will be granted for the sudden death period.

- G. Freethrows
 - 1. 2nd grade – bottom of freethrow circle; no one is allowed to cross over the line.
 - 2. 3rd grade through adult - regulation freethrow line; only 3rd & 4th grade divisions may cross over the line.
- H. Player/Team Conduct- No trash talking, taunting or fighting will be tolerated. Penalties for such offenses are as follows:
 - 1. Trash talking/taunting
 - a. 1st offense – warning
 - b. 2nd offense – technical foul (2 freethrows & opponent gets possession of the ball)
 - c. 3rd offense – 2nd technical foul and player ejection from the current game and the next subsequent game
 - 2. Fighting (**including thrown punches or the intent to throw punches**) and bench clearings-- player and team expulsion from the tournament and rejection from future Hollywood Dodgers tournaments to be determined by the Tournament Committee.
 - 3. Any team disqualified for misconduct will not be eligible for any team awards.
 - 4. Players who are part of the tournament are expected to behave in a responsible and sportsmanlike manner on and off the court, which includes the hotels and other public locations in and around the city of Las Vegas.
- I. Coach/Spectator Conduct
 - 1. It is expected that spectators and coaches will demonstrate good sportsmanship and will refrain from any trash talking, taunting, fighting, etc. Teams are responsible for the conduct of their spectators.
 - 2. Scorekeepers and/or gym monitors have the authority to disqualify teams.

IV. **2nd – 3rd Grade Boys and 2nd – 5th Grade Girls Divisions**

- A. No backcourt press is permitted. Two warnings will be given, and any violation beyond that will be charged with a technical foul. **3rd grade boys exception:** Backcourt press is allowed in the last two minutes of the game, if the point spread is less than 15.
- B. The 10-second rule applies and will resume where it left off following time-outs called in the backcourt.
- C. Scores will be kept and posted for 2nd grade divisions, but no winners will be declared.

V. **General Rules**

- A. Antagonistic behavior and fighting will not be tolerated from any participants or spectators. This rule applies at the playing locations, hotels, and any other locations for the duration of the tournament. Assessments and penalties will be determined by the Tournament Committee.
- B. No refreshments will be provided.
- C. No food or drinks (except water for players) will be allowed in the gym. Please abide by any facility-specific rules.
- D. Smoking and use of alcoholic beverages is strictly forbidden at all gym facilities and will result in immediate tournament suspension and/or removal of the violator from the premises.
- E. Every team must have a responsible adult representative on the bench throughout each game.
- F. 1st place awards will be given in all divisions beginning with the 3rd grade. A maximum of ten awards will be presented per team. For ties, refer to the document '*Championship Tie Breakers*'.
- G. The Hollywood Dodgers Tournament Committee will review and rule on all special circumstances.
- H. All teams are responsible for knowing and abiding by the rules of the tournament.