

Caprock West Texas Basketball Rules

The rules listed below are to help ensure everyone most importantly, the players, enjoy their experience.

Game Rules

Start times

Games will start at the time noted on the bracket. We will not allow games to start early even if both coaches agree. Parents may not appreciate missing part of a game they have paid for due to an early start. If games are starting early notify the gym coordinator at that facility immediately.

Clock rules

(2) 20 minute halves

(2) 18 minute halves for 1/2nd grade

Running clock until the last 3 minutes of the second half

Overtime (1) 2 minute overtime with regulation clock

Additional Overtimes sudden death

Halftime 2 minutes

Between games (5) minutes minimum

Games will not start early

Uniforms

While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform. It is recommended, but not required, that teams have both a dark and light-colored jersey.

Home Team Designation-In bracket play, the team listed on top will be the home team. In pool play the first team listed will be the home team. The home team should wear a lighter colored jersey.

Ball Specs

1st/2nd grade girls & boys 27.5

3 grade girls and up 28.5

3rd, 4th, & 5th grade boys 28.5

6th grade boys and up 29.5

Goal Height

1/2nd grade 8.5 feet high

3rd grade - Varsity 10 feet high

Timeouts

Each team will have (2) full, and (2) - 30 second timeouts to use during a game. There will be (1) full timeout in the overtime period. There will be no timeouts during sudden death.

Defense/Pressing

1st/2nd grade teams may not run a zone defense at any time and may not press beyond half court until the last five minutes of the second half. 1st – 6th grade teams cannot press beyond half court after they have a 20 point lead. 7th & 8th grade teams cannot press beyond half court after they have a 25 point lead. High School teams cannot press beyond half court after they have a 30 point lead.

The first two violations of the "no press" rule will draw a warning from the officials; subsequent violations will be assessed a technical foul to the player pressing. That foul will count toward that player's foul count.

Blow outs

If a team has a 25 point lead, at any point after half-time, the clock will only stop for timeouts, injuries, or if an official requests the clock to stop until the lead becomes less than 20.

Officials stopping games for safety

Officials are allowed to stop a game in the last five minutes if there is a blowout (25 point lead or greater) and he/she determines an opposing team is committing intentional hard fouls that could injure an athlete. If a team commits an intentional hard foul they must warn both teams. If it occurs a second time the officials have the ability to stop the game early.

Forfeits

Only a tournament director can issue a forfeit.

Pool Play

Check the Tourney Machine App to see where your team plays in bracket play after pool play ends. If there is a tie in a pool we will use the following to determine the ranking. 1. Head to head winner. 2. If there is still a tie we will use the point differential for all pool games played with no point limit. 3. If there is still a tie, a coin flip will determine the seeding.

Coaches

Only one coach is allowed to stand and interact with officials during the game.

Player Eligibility & Protests

Grade Based Eligibility

A player is eligible to participate in the Grade Division for his/her grade for the 2019-2020 (Lubbock ISD) school year. A team must participate in the division which corresponds with the highest grade of any player on the team.

Maximum Age

Even if grade eligible, no player may play in a division where the player is more than one year older for the corresponding age for the grade division. For this purpose only, the corresponding ages are 3rd/9, 4th/10, 5th/11, 6th/12, 7th/13, 8th/14, 9th/15, 10th/16, 11th-12th/17-18. For example, a 13 year-old 5th grader is not eligible to participate in the 5th grade division. The age determination date for purposes of the Maximum Age rule is August 31, 2020

Senior Eligibility

A Senior Student during the 2019-2020 school year will be allowed to play in the Varsity Division after they graduate until the 2020-2021 (Lubbock ISD) school year begins.

Playing on Multiple Teams

A Player can play on only one team within a single Grade division of any tournament. A player can play in more than one Grade division of any tournament, provided the player is Grade eligible for each division in which the player participates.

Proof of Player Eligibility

Proof of player eligibility is the responsibility of the team manager or coach. As a condition of participation, **each team is required to have grade eligibility documentation available in the event of a challenge by another team or if requested by Caprock Basketball Tournaments prior to or any time during an event.** Failure to have such information available at the event may result in player ineligibility, game forfeiture, and/or team removal from the event.

Acceptable Forms of Documentation

Acceptable proofs of grade include **a clean copy of any report card of the current school year, progress report for the current school year, or current school ID.** The report card should show the school year, name of player, and current grade of the player.

Player Eligibility Protest Procedure

Player eligibility can be submitted only by a coach or manager of a team participating in the same division as the team with the player(s) whose eligibility is being challenged.

The protesting team must submit a \$50 Protest Fee for each player challenged to the gym coordinator before the challenge will be reviewed. The fee is refundable only if the matter is ruled in favor of the protesting party. If the protest is **not** upheld, the protest fee is forfeited. All forfeited protest fees will be applied to charitable activities of Caprock Basketball Tournaments.

Teams can make a protest for one of the three eligibility issues listed below:

1. Player is not grade eligible. Can protest the current grade of no more than two specific athletes on the same team.
2. Player is on multiple teams in the same division
3. The number of players on the roster vs the number of players playing in a game. All players must be listed on the team roster

When Can Protest Be Made:

Pregame: A protest of a player eligibility may be made at any time prior to a game. Any Pre-Game protest should be submitted to a tournament director or facility coordinator as soon as possible so that it may be considered in a timely manner.

Post-Game Protest: Any post game protest of a player eligibility must be made within 30 minutes of the conclusion of a game between the protesting team and the player(s) whose eligibility is being challenged.

Protest Limited: No other player eligibility protests will be considered. A team is deemed to waive any opportunity to protest any player's eligibility not within these protest periods.

Protest Upheld: If a player is ruled ineligible, the player will be prohibited from participating in remaining games of the event. If a Post-Game Protest is upheld, that game will be forfeited by the team with the ineligible player. No prior games will be forfeited as teams participating in prior games will have waived their protest opportunity by failing to timely submit an Eligibility Protest. The team will be allowed to continue to participate in the event without the ineligible player(s). The Protest Fee will be refunded to the protesting team for each protest upheld.

Protest Denied: If the player Eligibility Protest is denied, the Protest Fee is forfeited.

Player Reinstatement: If a player is ruled ineligible for the sole reason that the team did not have any eligibility documentation for the player, the player can subsequently be ruled eligible if such documentation is later provided. The reinstatement is for competition subsequent to the documentation being provided and no prior action will be modified or set aside.

****All decisions by the gym coordinator are final****

Required Documents

Rosters

Every team must submit an on-line roster through the Tourney Machine App of up to 15 players. Rosters must list all athletes who could be playing for them during the tournament weekend. Once a team starts their first game that team may not add additional players to their roster. Rosters must be completed on-line before 5:00 PM for a Friday start and 8 AM for a Saturday start. Anyone else signs for the parent the roster form is void and the team will forfeit all games and entry fees in the tournament.

Waivers

Every team must complete the liability waiver for every athlete that could be playing during the tournament weekend. This liability waiver form is in addition to the roster form and can be found on caprockbasketball.com if you would like to have it filled out before the tournament begins. Every parent must sign the liability waiver for their athlete before your team is eligible to play. You can list any athlete who may be playing over the weekend on the roster but they cannot participate until their parent has signed the waiver. If anyone else signs for the parent the waiver form is void and the team will forfeit all games and entry fees in the tournament. Waiver forms must be turned into the gate representative before your first game begins.

Clock Operator/Scorekeeper

Caprock Basketball will be providing both. The clock operator and scorekeeper are part of the officiating crew.

Score sheets

Score sheets will be supplied or made available to the coaches. It is the coach's responsibility to turn in their filled out score sheet to the game scorekeeper before the start of each game. A technical foul will be issued to the bench for any team that has not turned their score sheet before the start time listed on the bracket. If a player checking into a game is not listed on the score sheet a technical foul will be issued to the team in violation.

Sportsmanship:

Technical fouls

This tournament is designed to give athletes a fun environment to play. Sportsmanship is expected from all coaches, players, and spectators. Any player who receives a technical foul will have that go on their game foul count. Any coach who receives a technical foul will have to sit and not be allowed to stand up for the remainder of the game. Any coach or player who receives (2) technical fouls or an ejection during any game of the tournament will not be allowed to participate in the next scheduled game for that team.

Flagrant fouls

We do not tolerate a coach directing or a player intentionally cutting another player's legs out from under them, causing a fight, making intentional contact to the face, or any other act deemed by an official to cause harm to an opposing player. The officials for each game have the authority to eject any player or coach in violation without warning if the official believes the act or direction was intentional. If a coach or player is ejected for a flagrant act they will be suspended, at a minimum, the next game of the tournament.

Player altercations

We do not tolerate any player heckling officials, heckling players, abusing spectators. If any player is removed for verbally assaulting any spectator, opposing player, opposing coach, or official that player will be suspended, at a minimum, the following game within the tournament.

If any player is removed for physically assaulting any spectator, opposing player, opposing coach, or official that player will be suspended, at a minimum, for the remainder of the tournament and could be banned from playing for the remainder of the year.

Fan altercations

We do not tolerate any spectator heckling officials, heckling players, abusing other spectators. Any spectator who is removed from a game for verbally assaulting another spectator, coach, player, or official will be removed from the gym. At a minimum any removed spectator can be removed for the remainder of the day and forfeit any money paid to enter the tournament.

If any spectator is removed for physically assaulting another spectator, opposing player, opposing coach, or official that spectator will be suspended at a minimum for the remainder of the tournament and could be banned from Caprock tournaments for the remainder of the year. If any parent of an athlete playing in any tournament physically assaults another spectator, any coach, any player, or any official the athlete of the offending parent will not be allowed to play, at a minimum, of the next game.

Zero Tolerance Policy

Caprock West Texas Basketball has a Zero Tolerance Policy for but not limited to the following actions by any fan, player, or coach:

1. Abuse of game officials, clock, or bookkeeper
2. Abuse of opposing players
3. Abuse of opposing coaches
4. Verbal or physical intimidation
5. Physical abuse of anyone

Any threatening act that may endanger any person in attendance, including parents, players, officials, or coaches. We reserve the right to take any or all of the following actions: Removal from the tournament with the loss of any money paid. Possible forfeiture of game for the team of the offending person. Expulsion of future Caprock West Texas Basketball events. Law enforcement will be involved for any assault. Please remember this is about the kids everyone including the officials are human and mistakes will be made. We will take immediate and hard actions when issues arise to make sure our tournaments are a fun and safe place to play.

Game Forfeiture Policy

General: Teams participating in an event expect their opponent to be as diligent and conscientious as their team in being on time and prepared to participate in ALL scheduled games. Tournament play requires games to be played early morning and late evening, which may not always be convenient for the participating teams, but that is the nature of tournament play nonetheless. One of the most disappointing experiences for a team is to have the opponent fail to show for a scheduled game. To minimize the occurrence of forfeited games and to address the matter with the participating teams, Caprock has adopted the *Game Forfeit Policy*.

Team Forfeiting Game

When a team forfeits a game in any tournament, the following rules apply:

1. The team receives a loss for the scheduled game.
2. A team forfeiting any games is still expected to play any and all subsequently scheduled games.
3. The team forfeits any team or individual awards given for participation in the forfeited game.
4. When a team forfeits a game, it will be required to pay a Forfeit Penalty of \$50.00 per forfeited game. The Forfeit Penalty is due prior to the team's entry in any subsequent Caprock tournament. In the event of a subsequent forfeit by the team during the current competitive year (January 1, 2020 - August 31, 2020), an additional Forfeit Penalty of \$100 per forfeited game will be assessed. Any team forfeiting a game in 3 or more events will not be eligible to participate in any future Caprock events for a period of not less (9) months and may participate thereafter only upon such terms and conditions as may be required by Caprock Basketball.

Team Having Game Forfeited

5. Most game forfeits are beyond the control of Caprock Basketball. Caprock Basketball guarantees three games in each of our tournaments. If a team is affected by another team forfeiting and the team does not reach a total of three games the following Forfeit Credit will apply. Since gym rental and officials must still be paid in the event of a game forfeit Caprock Basketball gives the team having a game forfeited a Forfeit Credit of \$50 for each forfeited game, which can be applied toward the entry fee of a future Caprock Basketball tournament.

Forfeit Credit Expiration

6. All Forfeit Credits **Expire January 1, 2021** and cannot be rolled over to a subsequent competitive year.

The Forfeit Policy rules may be modified or waived by Caprock Basketball in the event of extenuating circumstances. Factors considered will include communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeit, and such other considerations deemed relevant by Caprock Basketball Tournaments. Any decision by Caprock Basketball as to the application of the Forfeit Rules shall be binding upon all teams and participants.

Team Entry Withdrawal Policy

One of the biggest challenges to managing events is late entry withdrawals by team. Such entry withdrawals shift energies and resources away from preparing for the upcoming tournament to damage control for a late change in a division. Our goal is to offer great value to participating teams. To do so, Caprock Basketball has adopted the *Tournament Entry Withdrawal Policy*.

Any withdrawal **after the entry** deadline for a tournament will be considered to be a *Late Withdrawal*.

A Late Withdrawal will be handled as follows:

1. The withdrawing team will be assessed a \$10 per game Withdrawal Fee and must be paid prior to the acceptance of the team's entry in any subsequent Caprock Basketball tournament.
2. If a fully paid entry is found to replace the withdrawing team, no fee will be assessed.
3. Any withdrawal from an event by a team within 48 hours of the event will be assessed a Forfeit Fee in accordance with the *Game Forfeit Rules*.
4. **Caprock Basketball assumes no duty or responsibility to find a replacement entry for any Late Withdrawal.**

The Team Entry Withdrawal Policy may be modified or waived by Caprock Basketball Tournaments in the event of extenuating circumstances. Factors considered will include communications from the teams as to their entry withdrawal, the timing of such communications, the circumstances causing the entry withdrawal and such other considerations deemed relevant by Caprock Basketball. Any decision by Caprock Basketball as to the application of the *Team Entry Withdrawal Policy* shall be binding upon all teams and participants