



SACRAMENTO WARLORDS

ELEVENTH ANNUAL BASKETBALL TOURNAMENT

Rules & Regulations

1. Each team roster shall include only those players who have participated in league play for their organization during the current regular season.
2. Each team's composition will conform to the official tournament roster.
3. Any team not ready to play ten (10) minutes of their scheduled start time will forfeit the game. A team must have at least four (4) players to start the game, otherwise they forfeit.
4. Home teams will be the team listed at the top of each bracket. Visiting teams will be the team listed at the bottom of each bracket.
5. A tournament appointed scorekeeper and timekeeper will be designated as official scorekeeper and timekeeper, respectively, for each game. All teams should provide their own scorekeeper to sit with the official scorekeeper to assist as well as keep its own records. This procedure is intended to minimize errors.
6. Protest of any game must be made to the Sacramento Warlords Tournament Committee of the respective divisions within five (5) minutes after the conclusion of the game in question. This committee has the authority to act and its ruling is to be accepted by the teams involved. All teams shall be responsible for the enforcement of the Rules and Regulation.
7. The Sacramento Warlords Tournament Committee has the power to act if any infraction occurs and its ruling is to be accepted by the team or teams involved. This includes post game forfeiture of games at any time.
8. The medical expenses of a player(s) injured during this tournament play will be the responsibility of the team they represent. Each team is expected to have insurance so that player(s) will be adequately covered.
9. Sacramento Warlords, its affiliated organizations, its officials and its member and tournament officials and coaches, the Sacramento City Unified School District, the Elk Grove Unified School District, and all other activity sites shall not be responsible for any injuries to players and/or the spectators, or for the loss of players or spectators personal property.

Eligibility of Players

1. Players must be division grade or below.
2. All rosters and waivers will be reviewed by the Sacramento Warlords Tournament Committee. This committee reserves the right to accept or deny any player.
3. The medical and liability release agreement form **MUST BE SIGNED** by the parent or legal guardian of each player and submitted before players will be allowed to participate in any tournament activities.



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Game Rules

1. All games (including girl's games) will be played under Boys Basketball Rules Book of the National Federation of State High School Associations, current edition, with the exceptions stated in subsequent paragraphs.
2. All players of each team must have same colored uniforms; any single or double-digit identifying numbers are legal.
3. No three (3) point goals in gymnasiums where there is no three-point line on the court.
4. REF. OF THE COACHES CODE OF ETHICS NATIONAL FEDERATION COACHES ASSOCIATION:
"The coach shall be aware that he or she has tremendous influence for either good or ill, on the student athlete and thus, shall never place the value of winning above the value of instilling the highest ideals of character."
5. UNSPORTSMANSLIKE BEHAVIOR WILL NOT BE TOLERATED
 - (a) TECHNICAL FOULS
 - i. When any technical foul is called, the opposing team will automatically be awarded two (2) points and will receive possession of the ball.
 - ii. Direct Coach Technicals—First technical results in loss of coaching box. Second direct coach technical results in ejection of the coach from the game. The coach must leave the gym and remain 100 feet from the premises.
 - iii. Player Technicals—A technical foul resulting from player trash talking (to an opposing player, coach, spectator or referee) will also disqualify the player for the remainder of the quarter in which the technical was committed, with a minimum of four (4) minutes on the bench. The remaining time to be carried over to the next quarter of that game.
 - iv. A second technical results in ejection of from the game. The ejected player or coach must leave the gym and remain 100 feet from the premises.
 - (d) FIGHTING
 - i. Fighting will result in automatic ejection and ban from further play and attendance of all tournament activities.
 - ii. A player or coach who is disqualified from a game for fighting must leave the gym premises and remain 100 feet from the gym.
 - iii. The game will not continue until the disqualified player or coach leaves the gym and remain 100 feet from the premises. A three (3) minute delay due to the failure of the disqualified person(s) to leave will result in forfeiture of the game.
 - iv. Compliance will be a team responsibility. Failure to comply will result in forfeiture of the game and exclusion from future tournament participation.



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Game Rules (continued)

- (e) FLAGRANT FOULS
 - i. A flagrant foul resulting from a player to the opposite team will result in shooting at the free throw line for two (2) points and possession of the ball.
- 6. GAME FORMAT
 - (a) Game time—Eight (8) minutes per quarter stop time, with one (1) minute between quarters and five (5) minutes between halves.
 - (b) Time Outs—Each team is permitted two (2) 30-second time outs and three (3) one-minute time outs per game.
 - (c) Overtime: In the event of a tie, there will be one (1) three-minute running time period (STOP TIME IN THE LAST MINUTE). One extra time out in overtime. Unused time out may not be carried over to overtime period. If the score is still tied after the overtime period, the game will go into overtime again.
 - (d) If any team is leading by a score of 20 or more points in the last two (2) minutes of the fourth quarter, the remainder of the game will be played on running time.
- 7. Determining the standing for a six (6) team division. The standings for a single three (3) team pool will be determined by:
 - (a)
 - i. BEST WON/LOST RECORD.
 - ii. A three (3) team tie will be broken by quarters won in the first two (2) games.
 - iii. Head to head between the two (2) tied teams will determine who plays for third place and consolation.
 - (b) If all three (3) teams are tied in won/lost record AND total quarters won:
 - i. Coin flip: Three (3) team coin flip, odd coin out goes to championship.
 - ii. Head to head between the two (2) tied teams will determine who plays for third place and consolation.
- 8. Players are allowed to play for only one team and to be listed on only one roster. Failure to comply can lead to disqualification from the tournament.
- 9. No shot clock shall be used in any division.