



2011 CROWN CITY CLASSIC BASKETBALL TOURNAMENT RULES

- Below rules amend NFHS rules.
- No drinks allowed in all gyms other than water.
- No smoking allowed on school premises, violation could possibly lead to expulsion from the tournament.
- There is an automatic forfeit if a team does not arrive within 10 minutes after the scheduled start of the game.
- 2nd thru 8th Grade Divisions and Co-ed- Twenty (20) minute running time halves, with stop time last fifteen (15) seconds of the first half and last two (2) minutes of the second half if score differential is 15 points or less otherwise it will be running time.
- Prep Divisions- Two 20 Minute semi-stop time halves, with stop time last fifteen (15) seconds of the first half and last two (2) minutes of the game if score differential is 15 points or less.
- Each team is allowed two (2) thirty second time-outs and two (2) full time outs during regulation play (All Divisions).
- 1st overtime period will be two (2) minutes stop time. 2nd overtime will be sudden death (**All Divisions**).
Each team is allowed one (1) full time out in overtime with none to be carried over from regulation (**All Divisions**).
- **In the youth divisions of 2ND, 3RD, 4TH, grade, if a team wins by ≥ 35 points they will be declared the loser by one point.**
- 2nd thru 8th Grade Divisions- Each roster player must play once in every half.
EXCEPTION PREP BOYS, GIRLS, Co-Ed - No restrictions on playing time
- Absolutely no "trash talking". Individual's first offense is a 2 shot technical foul. Second offense by the same individual is a 2 shot technical foul and expulsion from the rest of the tournament.
- Fighting: Immediate team(s) forfeiture and expulsion from tournament. Individual(s) and team(s) will be suspended for up to 2 years from the Crown City Classic Basketball Tournament.
- The conduct of players and spectators of your team will be the sole responsibility of your coach. Any misconduct may result in disqualification at the discretion of the referee or gym director, with or without a warning.
- Players, coaches or spectators ejected from the gym will not be allowed in or around the gym area and may be restricted to any further participation in the Tournament.
- Teams are responsible for cleaning their own bench area after the game.

TIE BREAKER RULES

On a 3 way tie, only the bracket games will count towards the tie breaker.

1. Head to Head
2. Point differential in common games (highest point differential credit per game is 15 points for sportsmanship reasons).
3. Least points allowed in winning games.
4. Lowest margin of loss in common games.
5. Least points allowed in losing games.
6. After each criteria, decisions will revert back to 1 thru 5.

**TOURNAMENT DIVISION COORDINATORS HAVE COMPLETE ONSITE
AUTHORITY FOR ALL TOURNAMENT SITUATIONS, INCLUDING RULES
INTERPRETATION AND SEEDING.**

Boys Division	Ball size	Backcourt press	Free throw line
2 nd . Grade	27"	No, but 10 second rule applies. Time outs in the back court in the last 2 minutes of the game, the 10 second count will resume from the last second counted when the time out was called.	Bottom of circle, can cross
3 rd . Grade	28.5"	No, but 10 second rule applies. Time outs in the back court in the last 2 minutes of the game, the 10 second count will resume from the last second counted when the time out was called.	Regulation line, can cross
4 th . Grade	28.5"	Last two minutes of game if point spread is 20 or less at 2 minute mark.	Regulation line, can cross
5 th . Grade	28.5"	Allowed at any time	Regulation line, can not cross
6 th . Grade	Men's	Allowed at any time	Regulation line, can not cross
7 th . Grade	Men's	Allowed at any time	Regulation line, can not cross
8 th . Grade	Men's	Allowed at any time	Regulation line, can not cross
Boys Prep	Men's	Allowed at any time	Regulation line, can not cross

Girls Division	Ball size	Backcourt press	Free throw line
2 nd . Grade	27"	No, but 10 second rule applies. Time outs in the back court in the last 2 minutes of the game, the 10 second count will resume from the last second counted when the time out was called.	Bottom of circle, can cross
3 rd . Grade	27"	No, but 10 second rule applies. Time outs in the back court in the last 2 minutes of the game, the 10 second count will resume from the last second counted when the time out was called.	Bottom of circle, can cross
4 th . Grade	28.5"	No, but 10 second rule applies. Time outs in the back court in the last 2 minutes of the game, the 10 second count will resume from the last second counted when the time out was called.	Regulation line, can cross
5 th . Grade	28.5"	No, but 10 second rule applies. Time outs in the back court in the last 2 minutes of the game, the 10 second count will resume from the last second counted when the time out was called.	Regulation line, can cross
6 th . Grade	28.5"	Allowed at any time	Regulation line, can not cross
7 th . Grade	28.5"	Allowed at any time	Regulation line, can not cross
8 th . Grade	28.5"	Allowed at any time	Regulation line, can not cross
Girls Prep	28.5"	Allowed at any time	Regulation line, can not cross