

## CES Spring Tournament Rules

All PIAA Rules Except:

- Coaches must confirm all numbers are in the book prior to the start of the game. Games will not start ahead of schedule before consent of both team's head coaches.
- Each team will be provided 2 coaches wristbands and will need them to enter the gym locations. Please see ticket person at the gate to receive.
- Games are two 16-minute halves with stopped time, except for ages 3<sup>rd</sup> - 5th Grade which play 14 minute halves
- Boys 3rd-6th grade (10U-12U) and all girls teams play will use the 28.5 Ball
- Pre-game warm up will be limited to 2 minutes (unless extended by tournament operator). Halftime will be 2 minutes and overtime will be 2 minutes.
- 5-minute grace period from the scheduled start time before forfeit is announced.
- Each team gets two full timeouts per game and 1 thirty second timeout per half. The thirty –second timeout does not carry over. Full timeouts do carry over. Overtime includes 1 additional thirty-second timeout.
- 6 personal fouls per game, player is disqualified once 6<sup>th</sup> foul is committed
- One and one on the 8th team foul and two shots on the 10th.
- Any player or coach receiving 2 technical fouls is excused from the game and will be suspended for the next game.
- **CES expects all players, coaches, parents, spectators and staff to act in an appropriate manner. If a situation arises CES may remove the person from the site.**
- **In the situation of physical altercation, any player who leaves the bench to participate is ejected and suspended for the next game. Additionally, if a player initiates or participates in physical altercation, they are ejected and suspended for the tournament.**
- **Any fan/parent who is involved in an altercation will be asked to leave and will not be allowed to return to the tournament.**
- Site/tournament director will have final discretion in all rulings
- Formal complaints must be submitted to [mark@cesports.net](mailto:mark@cesports.net)
- Mercy Rule:
  - if team is winning by more than 25 points the clock will run. If the score returns to under 25 clock will stop.
- Rosters & Age Verifications:
  - No player may be double rostered on another team within their same division
  - Players are able to play up but are NOT allowed to play down as we are a grade-based tournament operator
  - Birth certificates & report cards are required to be presented if you are challenged on a grade by the opposing team or another team within the division. Challenges must be made prior to the game beginning. CES is a hosts grade based tournaments, not age.
- Pressing:
  - 6th Grade and older pressing will be allowed at all times unless the lead exceeds 25.
  - For 3<sup>rd</sup> grade division pressing is not allowed at all
  - 4th/5th Grade- Pressing is allowed until the pressing team is ahead by 15 points.
  - **PLEASE USE COMMON SENSE WHEN PRESSING AND DISPLAY GOOD SPORTSMANSHIP!**

- 3<sup>rd</sup> & 4<sup>th</sup> Grade Rules
  - Teams are required to play man to man defense all game

Tie breakers used after head to head record

- 1.) Head to Head
- 2.) Score differential up to a maximum of 15 points per game.
- 3.) Least points allowed

All forfeits will be given a differential of 5 points and will NOT be used in calculation of least allowed.

3 Way tie use above to seed 1 team then repeat for two way