



RULES & REGULATIONS
2005 Jr. Wesmen / Manitoba Magic International Classic

- 1) All teams will be guaranteed a minimum of 3 scheduled games.
- 2) Regulation NCAA rules will be followed with the following exceptions:
 - 2 - 16 minute stop time halves
 - 5 minute pre-game and 3 minute half-time.
 - 5 minute grace period will be given if a team does not have 5 players to start the game. After this grace period, a win by default will be awarded.
 - Gym venues will not provide any balls.
 - 3 Full timeouts –during the course of the game; taken any time. Each team will have 1 timeout during overtime.
 - **All divisions Grade 9 and over** will play under a 30 second shot clock which will be administered by the referees. The referee facing the clock will verbally call out “10-seconds” when the possession has passed 20-seconds. The offensive team must make a scoring attempt before the time expires or face a turnover. The shot must be released prior to the clock expiring. Clock resets include “foot-balls” and all fouls and technical fouls.
 - All boys grades 6-12 will use a size 7 (29.5) basketball. All girls grades 3-12 and boys grades 3-5 will use a size 6 (28.5) ball.
 - No pressing if the point differential is over 15 points.
- 3) Players may play on **only 1 team in the entire tournament**. All players must be below the maximum age for the division they have entered. (Gr 3 born in 1997, Gr 4 born in 1996, Gr 5 born in 1995, Gr 6 born in 1994, Gr 7 born in 1993, Gr 8 born in 1992, Gr 9 born in 1991, Gr 10 born in 1990, Gr 11 born in 1989, Gr 12 born in 1988.)
- 4) The roster you list on the game sheet of your first game is your **OFFICIAL ROSTER FOR THE WHOLE TOURNAMENT**. No additions will be allowed after the start of that game. Make sure to list any player who, for any reason, is not playing the first game, but intends to play any of the games over the tournament
- 5) All games will be officiated by certified officials
- 6) Violence will not be tolerated. Violence or fighting will automatically result in the player or coach being disqualified from the entire tournament. Depending on the situation, the officials, along with the tournament committee will decide if the game will continue or if the game will end at the score currently posted.
- 7) Anyone who is assessed the following shall be ejected from the entire tournament:
 - a) Two direct technical fouls
 - b) One intentional technical foul with one direct technical foul
 - c) Three indirect technical fouls
 - d) Two indirect technical fouls with one direct technical foul
 - e) Two indirect technical fouls with one intentional technical foul
 - f) Any flagrant foul

- 8) Each tournament site will have a facility supervisor. Please direct all questions, comments, or concerns to this individual
- 9) Tiebreaking procedure to determine placing is as follows:
 - 1st tie breaker – head to head results involving all teams
 - 2nd tie breaker - point differential system involving **only** teams tied. Margin of victory for games between the tied teams is a max of 15 points per game.
 - 3rd tiebreaker – same point differential system involving all teams in the pool.
 - 4th tiebreaker – coin flips
- 10) Overtimes will be 2 minutes in length with regular clock operations. The clock stops on all dead balls. 1 time out only for overtime (no matter how many periods)

COACHES...

PLEASE REMIND YOUR PARENTS AND SUPPORTERS TO BE “FANS” NOT “FANANTICS”. WE ARE HERE FOR THE KIDS!!!!

Thank you and lets all have a safe and fun tournament!!!