

# DYSports' Tournament Rules

## SECTION 1: MISSION STATEMENT AND VISION

- DYSports' events help youth improve their game.
- DYSports' goal is to provide a venue for developing youth athletes to improve skills, increase confidence, and compete.

## SECTION 2: SPORTSMANSHIP STANDARDS

- No Profanity – Profanity from anyone towards officials, players, coaches, opposing fans, DYSports members or spectators **WILL NOT** be tolerated.
- Fans/Spectators
  - a. Must stay off the court at all times.
  - b. Any fan/spectator who enters the court and/or is in any way disruptive to the flow or spirit of the game will be asked to leave the gymnasium.
  - c. Coaches are responsible for monitoring the behavior of their parents/fans and are expected to intervene when they are behaving inappropriately.

## SECTIONS 3: GAMES RULES

### **Defense:**

- For grades 5<sup>th</sup> and below, both boys and girls, all teams must play man to man defense (Please see last page for rules on Man to Man).
- Grades 6<sup>th</sup> and above, can play any defensive they desire.

### **Free Throws:**

1. For boys and girls in 5th grade and below, the player shooting the free throw may step on or across the free-throw line in the follow through of their shot without a violation being called. However, if the shooter crosses the line, they cannot be the first to touch the ball on the rebound. If they do, the play will be called dead, and possession will be given to the opponent.

### **Time:**

- All games will consist of four (4) ten (10) minute quarters.
  - Clock will stop on every dead ball the last two (2) minutes of game.
    - i. Last two (2) minutes will be running clock if lead is greater than fifteen (15) points.
  - Break between Quarters will be 1 minute long.
  - Halftime will be 2 minutes long.
  - **No press** with a 20-point lead.

- Each team will get at least four (4) minutes to warm up after the conclusion of the previous game. If the previous game ends early, the next game will start at its scheduled time.

### **Time Outs:**

Each team will be allowed three (3) **30 second** timeouts a game. Unused timeouts **WILL NOT** carry over into overtime.

### **Overtime:**

- **First** Overtime – two (2) minutes running, last thirty (30) seconds will be stop clock (Each team gets one (1) :30 second timeout).
- **Second** Overtime – first team to **score 2 points wins** (no timeouts). If free throws begin overtime, both must be made to win. If only one is made, play continues until a team scores 2 points.

### **Tie Breaker:**

- Head-to-Head record.
- Total points given up (Lowest advances).
- Flip of a coin.

### **Forfeit:**

- Game will be a forfeit if team does not show within five (5) minutes of scheduled time or within five (5) minutes after the conclusion of previous game that ran late.
- If a team has less than five (5) players to start the game, it's a forfeit. A team may finish the game with less than five (5) players if they started the game with five (5) players.

## **SECTION 4: FOULS**

### **Personal Fouls:**

- A participant will be disqualified after his/hers sixth (6) personal foul.

### **Team Fouls:**

- Fifth (5) team foul = double bonus. Team fouls will be reset after each quarter.

### **Technical Fouls:**

- Automatic two (2) points
- All technical fouls equal a personal foul and team foul.
- Two technical fouls in the same contest for an individual player/coach equals automatic ejection.

## SECTION 5: TEAM ROSTERS

- All teams **must have a coach over the age of 18 years old**. If a coach is unavailable or running late, a parent must replace the coach until they are available again.
- **Players may only participate on one team per division during a tournament** (e.g., they cannot play on both a Pool A and Pool B team). They may play on a team in a separate division (e.g., 6th Boys Black and 7th Boys Grey) or "play up" in an older division, but not on multiple teams within the same division.
- All game rosters **MUST** be the same as the roster in DYSports' files.
- **NO** player can start the game in the stands or on another court/bench. A player can arrive at the gym late for the game and still play.
- A player can only participate in the final game of the weekend (championship or consolation game) for a team if they have participated in at least one of the first games of the tournament weekend. If a player tries to participate in the last game or just the championship, they will be asked to remove themselves from the bench as they are ineligible to play. This rule is in effect even for players who are on the roster.
- Roster for the game **MUST** be filled out at scores table prior to tipoff.
- Jerseys – the color of teammate's jerseys **MUST** be the same. Home teams will wear their light color jerseys and visiting teams will wear their dark color jerseys.

## SECTION 6: DUE PROCESS

- Players that are ejected from a game **WILL NOT** be able to participate in the remainder of the tournament. If a player gets two (2) technical fouls in one game, they are done for the remainder of the tournament. Any ejected players are allowed to remain seated at the end of the bench but are not permitted to participate in any remaining games for the tournament.
- Coaches that are ejected from a game **WILL NOT** be able to participate in the remainder of the tournament and may not be allowed to attend any games as a fan for the remainder of the weekend.
- Parents who are asked to leave a game/facility **WILL NOT** be allowed back in for the remainder of the tournament (No refunds for ticket entry).

## BASKETBALLS

- The Home team will provide the game ball.
- Each team will provide their own balls for warmups.
- Girls' divisions and Boys divisions between 4<sup>th</sup>-6<sup>th</sup> grade will play with 28.5 size basketball. Boys' divisions 7<sup>th</sup> and above will play with full size basketball.

# DYSports Man to Man Defense Rules

(5<sup>th</sup> Grade and Below ONLY; ALSO applies if 5<sup>th</sup> is combined with 6<sup>th</sup> Grade)

- Man to man defense only, with **no double-teams except for help defense inside the 3-point arc.**
- Help defense is limited to leaving individual coverage to help stop an offensive player that has beaten his or her defender inside the 3-point line or has received a pass inside the key.
- No double teams or help defense off the ball to prevent a player from receiving a pass. This applies anywhere on the court.
- **No double teams on the ball.** If a player on defense is beat, another defensive player may switch to cover the offensive player that has the ball. If the original player pursues and recovers, this is considered a double team, and one of the two defensive players will have to leave and find another player on the court to defend.
- **No zone or trapping defense whatsoever.** Coaches are expected to honor the no zone defense rule. If the officials determine that athletes are not playing man to man defense, the below warnings will take place:
  - **First warning: Stop play, no penalty.**
  - **Second warning: Stop play, no penalty.**
  - **Third warning: 2-point penalty and 6-foot rule is enforced.**
- **6-foot rule:** all defensive players on the court must stay within 6 feet of the offensive player they are guarding. This includes if the offensive player is inside the 3-point line.
- **If the DYSports team believes a team is taking advantage of these rules, we reserve the right to make adjustments as needed to ensure a better developmental experience.**