

TEAM DTERMINED



TOURNAMENT RULES

2025-2026

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CODE OF CONDUCT

All teams must agree and abide by the DTermined Code of Conduct

KEY REMINDERS

Attendees with parent or spectator wristbands are NEVER allowed on the floor or at scores table. A violation of this policy is reprimandable by the event director immediately.

Programs are responsible for and may receive consequences for actions of their spectators.

You+ Registration

All Players and Coaches must be registered in You+ with player details filled out before they are able to check-in and participate.

YOU+ Club Director Setup Flow

Everything you need to build, manage and grow your program on YOU+.

Get started today!
Visit
[Goyouplus.ai](https://goyouplus.ai)

1

Create Club Director Account

Sign up and create your Club Director account on YOU+.



✓ Your hub to manage teams, athletes and more.

2

Create Teams

Create teams with proper names and divisions to keep your program organized.



✓ Organized teams. Stronger programs.

3

Add Coaches

Add coaches by sending them an email. Once accepted, assign them to their team.



✓ The right people. In the right place.

4

Gear Suite

Create custom jerseys and branded apparel that represents your program.



✓ Your brand. Your identity. Your program.

5

Invite Athletes & Manage Rosters

Invite athletes thru the search engine once they have a verified account. Build your rosters and submit to tournaments.



✓ Verified athletes. Stronger teams.

YOU+

One unified platform. Every part of your program.

Manage
Teams, coaches and athletes in one place.

Organize
Built for growth and long-term success.

Represent
Custom gear that unifies your program.

Compete
Rosters ready. Tournaments await.



YOU+ Parent Onboarding Flow


From account setup to team ready.

Get started today!
Visit
[Goyouplus.ai](https://goyouplus.ai)

1

Create Guardian Account

Parents click the link and create their 'YOU+' guardian account.

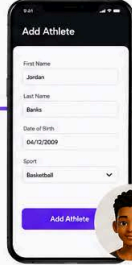


✓ Guardian account created successfully!

2

Add an Athlete

Add your athlete's information to their YOU+ profile.

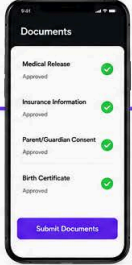


✓ Athlete profile created!

3

Submit Documents

Fill out and submit required documents. Once approved, they'll be available to be invited to a team.

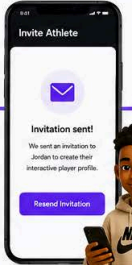


✓ Documents submitted and approved!

4

Send Athlete Invitation

Send your athlete an invitation to create their interactive player profile.

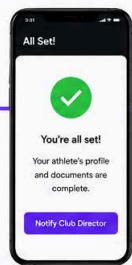


✓ Invitation sent to your athlete!

5

Notify Club Director

Let your club director know when everything is complete so they can invite your athlete to the team.

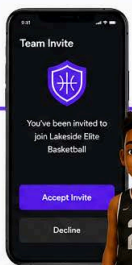


✓ Club director notified!

6

Accept Team Invite

Once invited by the club director, accept the invite and you're ready to go!



✓ You're now part of the team!


YOU+

One unified platform. Every step of the journey.

Secure
Your data is always protected.

Connected
Built to unite athletes, families & clubs.

Empowering
Helping athletes grow on and off the field.



Rules Enforcement

All Players and Coaches must be registered and verified in You+ with player details filled out before they are able to check-in and participate.

PROTESTS

- Player eligibility protests must be made before the game starts and be made for a specific player.
- Protests can only be made by directors and head coaches.
- Protests require a \$100 deposit to an event director must be made before eligibility is looked at and determined.
- If protest is upheld \$100 is returned if protest is invalid \$100 is not returned.
- Team video or picture evidence will not be accepted in any protest decisions.

CONSEQUENCES & PUNISHMENT

- Player eligibility determinations from paid protests only affect the game in which protest was made.
- Once an eligibility ruling is made for a paid protest, it continues going forward, but does not overturn other games in the past that weren't protested.
- DTermined does reserve the right to retroactively alter results based on an individual/teams violation history.
- Repeat offense to eligibility rules and/or code of conduct may result in game, event, and DTermined events wide punishments that can be applied at the individual, team, program level.
- The onsite DTermined event director has final say on all rulings and determinations.

STAFF & BENCH

BENCH

- Any staff sitting on bench must have the event coaches wristband.
- Only 2 bench coaches are allowed per team (not including director).
- Only ONE designated head coach may stand up during the game.
- Any team media personnel must be approved by DTermined staff and have a media badge.
- Only players of the team playing can be on bench

STAFF TECHNICALS

- Coaches must sit after being assessed a technical
- Ejection: Coaches will be ejected after their 2nd technical and must leave the facility based on the consensus of DTermined event director and referees.

CONDUCT

- Coaches and programs are responsible for the behavior and actions of their parents and spectators. The tournament director reserves the right to issue a bench technical foul for unruly, disrespectful, or unsportsmanlike behavior.

GAME RULES

JERSEYS

- Top is away (dark colored jersey).
- Bottom is home (light colored jersey).
- Players on the same team cannot wear the same jersey number.
- Jewelry, including earrings, are strictly prohibited.
- One technical foul will be issued to start the game for violations.

WARMUP

- 3-minute warm up minimum unless agreed upon by both head coaches and DTermined staff.
- Games CANNOT start more than 5 min early without head coach and DTermined staff approval.
- Late teams punishment to be determined by Event Director only (per game bases).

GAME BALL

- 6th Grade Boys Teams and above will play with a size 7 29.5" Ball
- Girls Teams and 5th Grade Boys Teams and below will play with a size 6 28.5" Ball

CLOCK

- All Age/Grade Level 2 - 14 Minute Stopped Clock Halves
- Running Clock at 4 Minutes if the Lead is more than 10 points.
- Overtime is determined by the first to score 4 point (There will be no time on the clock)

TIMEOUTS

- 2 Timeouts per half (Timeouts DO NOT Carry over)

FOULS

- Bonus 10 Fouls - 2 Freethrows
- Player fouls out after the 5th Foul
- Coach Must Sit after being issued a technical