

# UPTOWN SPORTS

## OFFICIAL TOURNAMENT RULES & REGULATIONS

### 1. TOURNAMENT GAME PLAY & CLOCK MANAGEMENT

All tournament games will be played in accordance with NCHSAA / National Federation of State High School Associations (NFHS) rules, with the following exceptions:

- 1. Length of Game:**
  - **2nd Grade thru 6th Grade:** Two 12-minute halves.
  - **7th Grade thru High School:** Two 13-minute halves.
- 2. Warm-Up & Halftime:** Set strictly to **3 minutes**. The clock will start immediately at the discretion of the Site Director.
- 3. Game Timing & Forfeits:** Games will be played as scheduled. Teams should arrive at least **30 minutes prior** to game time. No game will start without the approval of BOTH teams. Official forfeits are subject entirely to Site Director approval.
- 4. Basketball Sizes:** A standard **28.5" ball** will be used for all Girls' divisions, and Boys' divisions from 2nd Grade through 6th Grade.
- 5. Game Bench Assignments:** The first team listed is the designated Home Team and will wear white or lighter color jerseys.
  - **HOME TEAM** handles the official scorebooks.
  - **AWAY TEAM** operates the scoreboard clock (if a site operator is not provided).
- 6. Running Clock Policy:** The clock will run continuously in the 2nd half with a **20-point lead** (including during Free Throws). The point differential must drop below 10 points to return to standard stoppage.  
**RULE** No full-court pressing is allowed while the running clock is active.
- 7. Timeouts:** 2 Full and 2 30-Second timeouts per game, permissible for use in either half.
- 8. Overtime Procedures:** The 1st Overtime period is **2 minutes** (with 1 additional timeout granted). The 2nd Overtime period immediately shifts to **Sudden Death** (first basket wins, including Free Throws).

### 2. THE EXPOSURE SYSTEM: SEEDING & TIE-BREAKERS

Pool Play final placements and bracket seeding are determined via the formal Exposure System using the following metrics:

## Two-Team Tie Hierarchy

1. **Head-to-Head:** If two teams have a tied record after Pool Play, the winner of their direct matchup earns the higher seed.
2. **Point Differential:** If the two teams did not play head-to-head, a Point Differential system (capped at a **20-point maximum** per game) is applied.
3. **Points Allowed:** If they share the exact same point differential, the team allowing the **least total points** in Pool Play earns the higher seed.

*Note:* Under this formula, there is no strategic benefit to running up scores; value is placed entirely on stopping the opposing team from scoring.

## Three-Team Tie Hierarchy

If three teams are tied, direct head-to-head records are completely bypassed for initial bracket seeding, and the following rules apply:

1. **1st Level - Tied Field Differential:** Only the games played directly between the three tied teams count toward this point differential. Matches against outside teams are excluded.
2. **2nd Level - All Teams Differential:** The team boasting the highest comprehensive Point Differential across all pool matches earns the top seed.
3. **3rd Level - Points Allowed:** If a tie persists, the lowest overall Points Allowed in Pool Play determines bracket seeding.

**Comprehensive Placements Summary Hierarchy:** 1. Head-to-Head • 2. 20-Point Max Differential • 3. Least Points Allowed • 4. Total Points Scored • 5. Coin Toss

## 3. ROSTER REQUIREMENTS & PLAYER ELIGIBILITY

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1. **Roster Submission:** Teams must submit a complete official roster containing all required player information *\*before\** beginning tournament play. No player may hit the court without being explicitly listed on the field roster.
  2. **Multi-Team Constraints:** A player may only play on **one (1) team within any single age group**. Players are permitted to play on multiple teams *\*only\** if each team competes in an entirely separate grade division, and the player strictly meets the required age parameters for each division.
  3. **Grade Classification Rules:** Players must compete inside their designated grade classification. Lower-grade athletes may swing up to participate in older divisions, provided the teams are within the same club organization.
  4. **Coach Check-in:** Coaches must check in at the registration table. A maximum of **two (2) coach passes** are allowed free admission per team, with zero exceptions. **Coaches must have physical rosters ready at check-in.**
  5. **Documentation Readiness:** Head coaches are strictly required to have official **Birth Certificates** and **current Report Cards** immediately available at all times should an official eligibility challenge or protest occur.
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### **DON'T BE THAT TEAM! — AGE & GRADE COMPLIANCE**

Play the appropriate kids at their exact graduation and age level. If an extraordinary circumstance exists, it must be completely disclosed upfront to the Tournament Director. Any programs caught intentionally playing older players at younger divisions will be immediately disqualified from the tournament layout.

## **4. OFFICIAL PROTEST PROTOCOL**

To preserve tournament integrity, official challenges regarding player eligibility are governed by strict operational guidelines:

- 1. Protest Window Deadline:** Teams electing to protest the eligibility of an opposing player must formally lodge the challenge **PRIOR to the official start of the game**. Absolutely no protests will be accepted, reviewed, or considered once game play officially begins.
- 2. Cash Deposit Requirement:** Every official protest must be accompanied by a **mandatory \$200 cash deposit**. This protest deposit will be returned to the protesting coach *\*only\** if the challenged player is verified by tournament staff to be ineligible. If the player is cleared, the deposit is forfeited.
- 3. Reciprocal Documentation:** Any team initiating a formal player protest must immediately produce matching, verified documentation (Birth Certificates and Report Cards) for all players on their *\*own\** roster at the time of filing.
- 4. Director Supreme Authority: NOTE:** The Tournament Director reserves the absolute right to investigate, intervene, and rule on any blatant roster or eligibility violation at any time during the weekend, independent of a formal team filing.

## **5. CODE OF CONDUCT & BEHAVIORAL STANDARDS**

### **DON'T BE THAT TEAM! — ZERO TOLERANCE POLICY**

You are fully responsible for the behavior of your entire team, assistant coaches, and traveling fans. Uptown Sports maintains a strict **Zero Tolerance Policy** for any aggressive, confrontational, or disrespectful behavior toward opposing teams, game officials, table workers, or event staff. Violators will be immediately removed from the event facilities.

### **BE THAT TEAM!**

Be the program that competes with ultimate intensity while remembering that the entire tournament experience remains focused entirely on the development and joy of the kids.

**EJECTION PENALTY:** Any coach or player formally ejected or removed from a match due to conduct violations will be automatically suspended for the remainder of the entire tournament.

## 6. GENERAL TOURNAMENT POLICIES & FINANCIAL DISCLAIMERS

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- **Schedule Trackers:** Once brackets and schedules are officially published, coaches are expected to check back daily for any updates. Final adjustments are locked in by Thursday at 7:00 PM prior to each weekend event.
- **Monies & Deadlines:** All registration balances, including specific team discounts, must be **PAID IN FULL before the tournament** to receive discount terms. No program refunds are issued the week of the tournament.
- **Admission Bands: NO REFUNDS.** Damaged, cut, or manipulated bands will not be accepted under any circumstance. Full general admission will be required for entry. Uptown Sports is not responsible for lost bands.
- **Liability Disclaimer:** Uptown Sports is not financially or legally responsible for forfeits, unforeseen facility scheduling changes, or any lost, broken, or stolen items inside the venue locations.