

Father and Son Basketball Tournament Rules & Procedures

Father and Son Tournaments(FST) follows National Federation High School Rules for all tournaments unless otherwise specified below.

1) Eligibility

a.) Rosters

- 1.) Players participate at present grade level of school
- 2.) Age and grade verification by showing report card and/or birth certificate –coaches should keep these items in their possession(see more details under Protests below)
- 3.) All Rosters will be created on Tourney Machine. This will not only assure all your players are in the proper division but also allow you to enter F&S events by the on-line check in process
- 4.) Players can play up in a division, but not down
- 5.) Players may only participate on one team in an age/grade division
- 6.) A player **MUST** play in at least one pool play game to be eligible to play in bracket play
- 7.) No roster additions will be permitted after the team has begun play of its first game for each particular tournament
Completed roster and registration fees must be submitted to FST within the time limits noted or the team will be ineligible for play.
- 8.) Any team violating roster or team rules will be disqualified.

b.) Protests Proof of age and grade is required(coach should have in his/her possession at all times):

- 1.) Acceptable proof of age: clean photocopies of birth certificates, state-issued ID, adoption documentation, immigration documentation, or passport.
- 2.) Acceptable proof of grade: clean copy of report card/progress report from current calendar year/semester.
- 3.) Only head coaches are allowed to challenge the legitimacy or eligibility of an opposing player. Fans, parents, and assistant coaches are not allowed to make an official challenge. All Challenges should be made before the game starts.
- 4.) If a challenge is filed, the team filing will put up \$100. If the challenge is won the \$100 will be refunded. Players who are found to be ineligible will be removed from the game and the tournament and the violating team will be assessed a technical foul
- 5.) If a player who's eligibility is challenged is found to be eligible with proper paperwork, the challenging team will lose a timeout and be assessed a technical foul.

2) Tournament Rules

All games will be played as follows:

- a.) All grades will play two 20 minute halves. Clock will only stop during the last 2 minutes of the game
- b.) Boys and Girls grades 6th and below will play with the 28.5 intermediate basketball/ 7th and up- regulation ball for boys and girls
- c.) Halftime shall be 5 minutes. Pre-game warm-ups will be at least 5 minutes. Time will be changed at the discretion of the site director. Games may start 30 minutes early. Teams should be at site 1 hour before game time.
- d.) 3 point shot will be used in all divisions if floor is marked.
- e.) A total of two(2) 30 second time-outs & two(2) full-1 minute time outs will be allowed per game. One additional time-out per team will be awarded for each overtime period. Timeouts from the game will not carry over to the overtime
- f.) Two(2) direct technical fouls during a game on any player, coach, or team representative will result in their disqualification for the next one(1) game of the tournament.
- g.) Players are allowed five fouls. Teams will shoot the 1 and 1 bonus on the 7th team foul and 2 shots on the 10th team foul of each half. Technical fouls count as a personal foul.
- h.) Each team is allowed two coaches and one scorekeeper in free. Additional coaches will have to pay admission.
- i.) Each team is responsible for providing a designated representative to assist in keeping the scorebook. FST will attempt to provide clock operators at all tournaments but if an FST representative is unavailable the visiting team will be responsible for providing a clock operator. The scorekeeper and operator must be 16 yrs old or older
- j.) Each team is responsible for their own warm-up balls. Game balls will be provided. FST is not responsible for lost items
- k.) If a team forfeits two(2) or more pool games, the team will be disqualified from the event and cannot participate in the bracket round of play
- l.) If a team has players leave the bench to come onto the court, FST reserves the right to dismiss that team for the remainder of that tournament

3) Divisions of Play

FST currently offers divisions of play at various grades for boys and girls. You can view all the divisions we offer here: www.fandst.com

4.) Home/Visitor Team Responsibility

Regarding pool play, top team listed will be home team. In Bracket play, higher seed will be home team. Home team wears lighter color uniform. Home teams bench would be to the left of the scorers table looking from center court. Home team is responsible for the official book.

Each coach is responsible for the players, assistant coaches, staff, and parents of his/her team. Any misconduct on or off the court will result in immediate dismissal and/or disqualification from tournament. The tournament site director will have the final authority to remove or disqualify any team. **NOTE:** in the event of disqualification, tournament fees or any other refund will NOT be issued. No Exceptions.

5.) Pre-Game Warm Up: Pre game warm up time will consist of 5 minutes. The tournament site director may shorten this time if need be.

6.) Half Time: Half Time will be 5 minutes – this may be shortened at the discretion of the site tournament director

7.) Overtime: Two, Two(2) minute overtimes will be allowed. If teams are still tied after the second overtime, the sudden death format will be used with the first team scoring a basket being declared the winner.

8.) 20 Point Lead: If at any time during the game, a team establishes a 20 point lead, the clock will continue to run with the exception of a time out being called. If the 20 point lead is reduced to less than 20 points, normal clock operation will resume. **NOTE: Team that is winning by 20 points or more will not be allowed to press full court.**

9.) Seeding for Tournaments(3 game guarantee)

a.) In the tournament each team will be placed in a pool and play two pool(2) games (unless noted otherwise). FST reserves the right to place a team(s) “up” to have enough teams for a tournament. For example there must be at least 3 teams to have a tournament. If one team is 4th grade and two teams are 5th grade, FST will place the 4th grade “up” to have three teams which is enough to have a tournament.

b.) If only 2 teams register for an age division, and both teams agree to play a three game series, the first two games will considered pool games and the third game the championship. FST will notify both teams in a two team division to make sure they both are agreeable to playing the same team three times.

c.) Each team will play 2 pool games.

d.) After each team has played two(2) pool games teams will then be placed in a single elimination bracket based on win-loss record.

e.) Ties are broken by who won head to head competitions(2 teams tied). See TIE BREAKER SYSTEM below for all other tie scenarios.

f.) The tournament director’s decision is final regarding placement of teams.

10.) Tie Breaker System – for Bracket Play

a.) In a situation where two(2) teams are tied, head to head competition between the teams will determine the winner. If the (2) teams did not play each other, than the point differential system will be used with 15 points being the maximum.

b.) If more than two(2) tie, a point differential tie-breaker will be applied to pool games(15 point maximum). Teams are then ranked according to the sum of the point differential with the highest number placing first, the second highest placing second and so on. The maximum that you can beat a team and still gain an advantage is 15 points.

c.) If more than two teams are still tied after the application of the point differential formula, the higher seed is awarded to the team with the fewest combined points scored against them.

d.) If more than 2 teams are still tied after the “points scored against” formula has been applied, revert back to head to head if they played. If teams did not play, then the exact point differential will be used.

e.) The score of all forfeits shall be 15-0 in favor of the non-forfeited team.

11.) Uniforms:

Each team must have either a reversible jersey, and/or have both a light and dark set of uniforms.

It is required that a number be on the back of the jersey. It is highly recommended that a number be on the front of the jersey as well.

12.) Gyms/Arenas/Facilities:

Teams must arrive at the gym prepared to play. Any misconduct, vandalism, etc. made by an coach, player, staff, or parent to any FST facility will lead to immediate dismissal and removal from facility.

13.) Forfeits:

Teams and coaches must be in the gym, ready to play at their designated times and places. Game time is forfeit time. This simply means, that if a team is not at the designated court at the correct time, the team that is late or not there will forfeit that game and be issued a loss at a score of 15-0.

If your team has to forfeit, there will be no refunds issued for the tournament fee

14.) Refund Policy:

Due to the amount of time and effort it takes to schedule and organize a tournament, FST has adopted the following withdrawal policy:

If a team withdraws from a tournament after the registration deadline(within 21 days of the start of the event) , they will forfeit 100% of the entry fee.

15.) Tournament Conduct:

Any misconduct or inappropriate behavior during a FST tournament, either on or off the court will be the responsibility of the Head Coach of the team acting inappropriately. This would include any misconduct at the FST gyms, restaurants, hotels, etc. that are affiliated with the FST during the scheduled tournament.

Any player who is ejected or disqualified, for reasons other than fouling out, will have to sit out the next game of that tournament. A coach who has been ejected by the officials will have to sit out the next game. Upon ejection, the coach or player must completely leave the premises. There are no exceptions to this rule.

All ejections or disqualifications will be reported to the tournament director. If FST finds that there is repeated problems from the same player, coach or team, FST may place the player, coach or team on probation or may decide that is in the best interest of FST to not allow them to participate in future FST events.

16.) Admission;

There will be a \$5 entry fee per day for those age 12 and older(excludes Coaches and Players)

17.) Bridgeport, WV Hotels located within 5 minutes of the Bridge Include:

Best Western 107 Lodgeville Road 304-842-5417
Hampton Inn 1515 Johnson Avenue 304-842-9300
Holiday Inn Express 20 Sweetbrier Lane 304-979-9022
Microtel Inn & Suites 201 Conference Center Way 304-808-2000
Sleep Inn 115 Tolley Drive 304-842-1919
Super 8 168 Barnett Run Rd 304-842-7381
Towneplace Suites by Marriott 101 Platinum Drive 304-842-3600
Wingate Inn 350 Conference Center Way 304-808-1000
Courtyard By Marriott 30 Shaner Drive 304-842-0444
Comfort Suites 285 White Oaks Blvd 304-933-3390
Springhill Suites 97 Platinum Drive 304-842-5200
Days Inn & Suites 112 Foley Ave 304-842-7371
Hawthorne Suites 75 South View Drive 304-848-8700

18.) Facilities

The Bridge @
Charles Pointe
Bridgeport, West Virginia

Directions to the Bridgeport Recreation Complex at 425 Forrester Boulevard, Bridgeport, WV:

Coming from the north—Take I-79 South to Exit 124 Jerry Dove Drive, turn left at the end of the exit ramp and proceed 1.2 miles to the exit for Benedum Drive, Route 131, turn right at the bottom of the exit ramp onto 131 and drive .6 of a mile, turn right onto Forrester Drive and enter the Bridgeport Recreation Complex at the top of the hill.

Coming from the south—Take I-79 North to Exit 124 Jerry Dove Drive, turn right at the end of the exit ramp and proceed 1 mile to the exit for Benedum Drive, Route 131, turn right at the bottom of the exit ramp onto 131 and drive .6 of a mile, turn right onto Forrester Drive and enter the Bridgeport Recreation Complex at the top of the hill.