



# LA BRONCOS EVENT RULES

LOUISIANA HIGH SCHOOL ATHLETIC ASSOCIATION RULES WILL BE FOLLOWED WITH THE FEW EXCEPTIONS LISTED

## Admission

There will be a daily admission charge for **ALL** spectators

- Friday – \$10
- Saturday – \$15
- Sunday – \$15

Each team will receive two (2) wristbands for coaches that must be worn for the entire tournament (no exception). Any coach that does not have their wristband on will be required to purchase one at the door. All players that are participating in the tournament must arrive in complete uniform as this will serve as entry into the tournament. Any player, coach, or spectator caught aiding others into the tournament facility without paying the door admission will cause their team to be disqualified from the tournament for the duration of the event.

## Scheduling

All teams are responsible for arriving at the tournament facility thirty (30) minutes prior to their scheduled game time. In the event that game times are running ahead, the next game will start before the scheduled game time. We will not wait on any team to arrive!!! The tournament director has final decision-making authority on all matters including, but not limited to, forfeits.

## Bookkeeping

Home teams will be responsible for providing an experienced bookkeeper (over the age of 18) that will be considered the official book. If the home team cannot provide someone, then the visiting team will be given the opportunity to provide one.

## Code of Conduct

**NO FIGHTING RULE** – Any player or coach involved in a physical altercation/fight at any time, on or off the court, will be ejected from the tournament. In the event a player leaves the bench and participates in any fashion in an altercation/fight, that player will be ejected from the tournament. Any player that leaves the bench during an altercation/fight will be ejected from the game and will be suspended from his/her next game.

A team technical foul will be issued to any team whose coach/coaches, parents, or fans yell, argue with, or insult any gaming official. If a coach, parent, or fan is ejected from the game, they must leave the premises and will not be allowed to return for the duration of the tournament. After any warning is given, gaming officials have the right to eject any person from the tournament facility at their discretion. Anyone that is ejected will **NOT** receive a refund! Any coach or player that receives two (2) technical fouls in a game will be ejected from that game & the remainder of the tournament.



## **Game Play**

All games will be played on the 10-foot height regulation basketball goal.

### **Clock rules**

#### **9U – 12U**

Four 6-minute stop clock quarters.

#### **13U and up**

Four 7-minute stop clock quarters.

**Running Clock Rule:** At the time a winning team gains a lead of twenty (20) or more points during the second half of a game, the clock will not be stopped (except for a time out, technical foul, injury, or emergency – clock starts when ball is legally touched after dead ball is in-bounded) until the trailing team brings the point difference to fourteen (14) points or less.

### **Halftime and Warmups**

3-minute halftimes (subject to change if necessary)

4-minute warm-up time in between games (subject to change if necessary)

\*\*\*Each team is responsible for their own warm-up basketballs.

### **Ball Size**

9U – 12U teams will use the 28.5 size game ball (official women's size ball). \*UNLESS BOTH TEAMS AGREE TO USE 29.5

13U and up teams will use the 29.5 size game ball (official men's size ball).

### **Uniforms**

When reading, teams listed first, or the team listed on the top of the bracket is the home team and will wear light colors. However, teams should ALWAYS bring both sets of uniforms to the gym.

### **Fouls**

A player fouls out on his 5<sup>th</sup> personal foul

### **Free Throw Shooting & Bonus**

Teams reach the 1 and 1 bonus on the 7<sup>th</sup> team foul of each half. Teams reach double bonus on the 10<sup>th</sup> team foul of each half.

### **Technical Fouls**

The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game. Two direct technical fouls during a game on a player, coach, or team representative with result in their disqualification for the next game of the tournament. Fighting and unsportsmanlike conduct can be more than one game and is at the discretion of the Tournament Director.

### **Time-Outs**

All teams will have four (4) thirty (30) second time-outs **for the entire game.**



### Overtime

Overtime is one (1) minute stop clock. Each team has one (1) thirty (30) second timeout **with no carry-overs**. Second overtime is sudden death — first to score wins. No timeouts for either team in 2<sup>nd</sup> overtime.

### Delay of Game

First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.

### Bench Rule

Only coaches and players listed on the tournament roster for a given team are allowed on the bench for that team during the game. If a referee or the tournament director asks that an individual leave the bench and/or area and that individual does not, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, the game shall be stopped, and a forfeit awarded to the opposing team subject to the discretion of the tournament director.

### No Dunking

There is absolutely **NO DUNKING DURING WARMUPS**. Officials will issue you a technical foul after verbal warning.

### Player Participation

All players participating in bracket play must have participated in at least one of the team's pool games. A player can only play on one team in his age group during the entire event. Players are allowed to play up with a team within the same organization (i.e. A 16U player playing on a 17U team within the same organization). If any player is found participating on multiple teams, **ALL** games that player has participated in will result in a forfeit and that player and teams will be ejected from the duration of the tournament.

*Our intent is to provide a first class, competitive, and most importantly, fair event. We ask that **ALL** coaches and teams be honest, and **ALL** coaches, players, and spectators remain respectful as your team will be held accountable. A concession stand will be available, so **NO OUTSIDE FOOD** will be allowed in the tournament facility, and **NO TAILGATING** will be allowed on tournament grounds. No team will be allowed to bring any type of musical devices into the tournament facility. Thanks for your participation and best of luck to you and your team!!!*



## PROOF OF AGE

All coaches must be able to provide any player's original state identification card or birth certificate and report card if requested by the tournament officials. In the event of a protest, absence of such proof at that time will be immediate grounds for disqualification for the entire team. Proof of age includes state identification card, birth certificates and photographs with official school report cards. National sports identification will be accepted also.

## TOURNAMENT AGE/GRADE DIVISION RULES:

Ages are based on the grade players are in during the 2022-2023 school year. Age determining date is 9/1/2023

- **9U / 3<sup>rd</sup> Grade Division:**

Players in the 3<sup>rd</sup> grade can be 9 or 10 years old, **BUT** cannot turn 11 before 9/1/2023.

Players in the 4<sup>th</sup> grade who want to play down into the 3<sup>rd</sup> grade divisions cannot turn 10 before 9/1/2023.

- **10U / 4<sup>th</sup> Grade Division:**

Players in the 4<sup>th</sup> grade can be 10 or 11 years old, **BUT** cannot turn 12 before 9/1/2023.

Players in the 5<sup>th</sup> grade who want to play down into the 4<sup>th</sup> grade divisions cannot turn 11 before 9/1/2023.

- **11U / 5<sup>th</sup> Grade Division:**

Players in the 5<sup>th</sup> grade can be 11 or 12 years old, **BUT** cannot turn 13 before 9/1/2023.

Players in the 6<sup>th</sup> grade who want to play down into the 5<sup>th</sup> grade division cannot turn 12 before 9/1/2023.

- **12U / 6<sup>th</sup> Grade Division:**

Players in the 6<sup>th</sup> grade can be 12 or 13 years old, **BUT** cannot turn 14 before 9/1/2023.

Players in the 7<sup>th</sup> grade who want to play down into the 6<sup>th</sup> grade division cannot turn 13 before 9/1/2023.

- **13U / 7<sup>th</sup> Grade Division:**

Players in the 7<sup>th</sup> grade can be 13 or 14 years old, **BUT** cannot turn 15 before 9/1/2023.

Players in the 8<sup>th</sup> grade who want to play down into the 7<sup>th</sup> grade division cannot turn 14 before 9/1/2023.

- **14U / 8<sup>th</sup> Grade Division:**

Players in the 8<sup>th</sup> grade can be 14 or 15 years old, **BUT** cannot turn 16 before 9/1/2023.

Players in the 9<sup>th</sup> grade who want to play down into the 8<sup>th</sup> grade division cannot turn 15 before 9/1/2023.

- **15U / 9<sup>th</sup> Grade Division:**

Players in the 9<sup>th</sup> grade can be 15 or 16 years old, **BUT** cannot turn 17 before 9/1/2023.

Players in the 10<sup>th</sup> grade who want to play down into the 9<sup>th</sup> grade division cannot turn 16 before 9/1/2023.

- **16U / 10<sup>th</sup> Grade Division:**

Players in the 10<sup>th</sup> grade can be 16 or 17 years old, **BUT** cannot turn 18 before 9/1/2023.

Players in the 11<sup>th</sup> grade who want to play down into the 10<sup>th</sup> grade division cannot turn 17 before 9/1/2023.

- **17U / 11<sup>th</sup> Grade Division:**

Players in the 11<sup>th</sup> grade can be 17 or 18 years old, **BUT** cannot turn 19 before 9/1/2023.

Players in the 12<sup>th</sup> grade who want to play down into the 11<sup>th</sup> grade division cannot turn 18 before 9/1/2023.