

NAYBA

North America Youth Basketball Association

STANDARD WEEKEND TOURNAMENT & SATURDAY BALL RULES:

ABSOLUTELY NO OUTSIDE COOLERS ALLOWED INSIDE THE GYMNASIUM! PERIOD! NO EXCEPTIONS

PLEASE NOTE: (applies to all games)

Team listed 1st in each game is HOME TEAM and should wear LIGHT or WHITE COLOR jerseys and is responsible to provide the game ball.

Team listed 2nd in each game is VISITING TEAM and should wear DARK COLOR jerseys.

Rules of play: National High School Federation Rules will apply. These rules include number of coach's allowed on the bench, coach's attire & the disqualification, for the next game only, of any player or coach ejected from a game for any reason.

Rosters: Each team **MUST** submit a roster prior to the events first game, or you will not be allowed to play until you do so. Team rosters will be limited to 15 players per team. Each team must have a NAYBA Scoresheet, in numerical order, to present to the Official Scorer prior to each game. **The scoresheet is available on the web site at www.nayba.com. Players may not participate in more than one age division or more than one team.**

Birth Records: Each competitor must present a team roster and if asked before initial game or during the tournament or at team registration, proof of age in one of the following acceptable forms:

- A) Copy of birth record from the state, county, or municipal Bureau of Vital Statistics at the place of birth.
- B) A copy of the delayed registration of birth if the athlete's birth was not recorded on his day of birth; issued by the same governing bodies.
- C) Consular Service Form FS240 (Report on Birth) issued by the US Department of State.
- D) Immigrations and Naturalization Forms I-151; I-25, and Form 43 R311-7 issued by the US Department of Justice.

If player is a grade exception player, copy of a report card indicating the grade of player in addition to their birth certificate is required prior to the first game or prior to the scheduled game for that day. Player cannot be more than one year older for his age group.

Players that cannot provide birth records will not be allowed to participate until such proof of age is received and any event that the ineligible player has participated in will be forfeited. **NO EXCEPTIONS**

ALL PLAYERS AND COACHES MUST HAVE PROOF OF INSURANCE THROUGH AAU, MAYB, NAYBA, USBA, USSSA, YBOA, , PERSONAL SUPPLEMENTAL INSURANCE OR A NAYBA TOURNAMENT GAME WAIVER FOR EACH UNINSURED PLAYER MUST BE IN PLACE "PRIOR" TO THE START OF THE FIRST GAME.

Tournament Waiver To Participate: In order to participate in any NAYA sponsored event, each team (Coach, Coaching Staff & Athlete) is required to complete a current year "NAYBA Waiver form" prior to participating in the teams first game (which can be obtained online on the event page of the website or at the check in table at each location/facility of the event. Parents can sign next to their child's and coaches can sign on behalf of an athlete and take responsibility for any athlete where a parent is not available. *There are no exceptions to this rule and this rule will be strictly enforced!!*

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Parking: Parking any facility in use for a NAYBA Tournament is done at your own risk. We (NAYBA, the host facility, staff of either entity, management of either entity, it's assigns, successors) are not responsible for any Vehicle, Vehicle Content, Damage to a Vehicle, Accident in the parking lot to a Vehicle, Bodily injury to a NAYBA patron or any such issue. Park at your own risk. **NO EXCEPTIONS**

Protests: Any protest must be communicated immediately to the site Director. Protests must be submitted in writing and be accompanied by a **\$100** non refundable fee. The site director will consider all protests & make judgment as soon as possible. Protests pertaining to an official's judgment will not be considered. **These rules will be strictly enforced!!**

Admissions & Tickets: Friday tournament entry fees will be \$5.00 for adults (18 & over) and 3.00 per child (5-18) & children under 5 free, Saturday & Sunday entry fees will be \$6.00 for adults (18 & over) and \$4.00 per persons (5-18) & children under 5 free. No event weekend pass are available for Showcase events. For Regional, Super Regional, Nationals or Championships Series Events, weekend passes are available on the first day of the event only when requested for 1\$ per day savings of the daily entry fee rate. Each paying patron is requested to receive an arm band indicating paid entrance to the event. Any patron not willing to receive an arm band does so at his/her discretion. Re-entry to an event without an arm band will not be allowed unless a patron pays for entry. No exceptions. **Each team is allowed two (2) coaches only. Additional coaches must pay admission.**

Coach's will be required to sign in for each game. No Refunds due to teams not showing and due to issues, circumstances beyond our control.

Clock & Book: Each team **may** be responsible for providing a person to keep the game scorebook or the game clock. The book attendant will need to turn in the scoresheets to the site director immediately following the game.

Length of Games:

8u, 9u, 10u – Two (16) minute halves – **running clock** - where clock will stop on each whistle, on each time out, on each 2-shot foul in the 2nd half & in the last two (2) minutes of each half

11u, 12u, 13u & 14u - Two (18) minute halves – **running clock** - where clock will stop on each whistle, on each time out, on each 2-shot foul in the 2nd half & in the last two (2) minutes of each half

15u, 16u & 17u - Two (20) minute halves – **running clock** - where clock will stop on each whistle, on each time out, on each 2-shot foul in the 2nd half & in the last two (2) minutes of each half

- 3 Minute warm-up
- 3 Minute Half Time

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Overtime Rules – The initial overtime period will be 3 (three) minutes and each team will receive one additional full time out for the duration of all additional overtimes. Double Overtime period will be 2 (two) minutes and unused timeouts carryover to the double overtime period. Triple Overtime and all successive overtime periods will be 1 (one) minute in duration and all unused timeouts will carry over to this period.

Forfeit Rules - Forfeit time is 10 minutes from the **scheduled** start time of the game. NO EXCEPTIONS. A team will be penalized 1 point per minute beyond the scheduled start time up to the forfeit time of 10 minutes past the start time. (E.g. if you arrive 5 minutes late for your game, your team will start the game at 15 minutes on the game clock with the game score: your opponent 5, your team 0. **Absolutely no Refunds.**

Mercy Rule - 20 point mercy rule will be in effect. Clock will run continuously except during time outs any time a team reaches a lead of 20 points or more. Clock goes back to regular time once the trailing team point difference reaches 15 points.

Game Ball & Goals

- 6u-7u will play with a 28.5 ball and will play on a regulation height goal (10' goal)
- 8u-12u will play with a 28.5 ball
- 13u -17u will play with a regulation ball

Time outs: Each team will have 2- "30 second" and 2 Full time outs per game. Unused timeouts in the first half carry over to the second half. Timeouts unused during regulation play will carry over to overtime, where each team will receive one (1) additional time out.

Uniforms: All teams must have either reversible jerseys (with two different colors) or two sets of jerseys (light and dark). The home team in each game will wear the light colored jersey's. If undershirts are worn, they must be the same color as the jersey and all undershirts worn by a team must be the same color. Jersey's must be tucked in before entering the game and during the game. Jerseys must have numbers on front and back. Technical fouls will be issued for every player entering the game that does not have numbers on front and back of jerseys. **These rules will be strictly enforced!!**

Bench Rules: Only eligible players plus a maximum of **THREE** coaches (this includes statistician, ball boys, and other staff) may be on the team's bench. **ONLY** one coach standing at any given time during the game is allowed. Violation of these rules will result in one warning. The team will then have 1 minute to clear the bench of anyone not listed on the official roster or have the violator seated. If a team fails to comply, an administrative technical will be applied to the head coach & the violator(s) will be ejected. If the violator(s) refuse to leave the premises, the game will result in a loss by forfeit and local authorities will be contacted to handle the issue. **These rules will be strictly enforced!!**

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Wrist Bands: Notice of Wristbands/Credentials. Use Conditions. The wristband is issued as a courtesy to the patron & tournament facilitator for the sole purpose of providing venue access paying patrons to the event & for a visual confirmation for the event facilitator & his/her staff. The wristband must be affixed to the wrist of the paying patron or to the purse of female patrons by a staff member of the event facilitator, & must be visible at all times while on the premises or in the event facility or patron will be asked to make payment at the gate to enter the facility. No wristband on the wrist or on the purse, no entry. No exceptions! The wristband/credential is non-transferrable and may be revoked at any time without cause by the event facilitator or his/her staff. Any other use or attempted use by the patron is expressly prohibited unless the patron, club or team has obtained written permission, in advance of the event from NAYBA for such use.

Coach's Attire: All coaches and assistants will wear long pants or dress shorts, shirts with collars, and dress or basketball/tennis shoes. Casual and/or "cut off" shorts, warm-up suits, t-shirts, and open-toed shoes are not permitted. Tournament Director or Site Director has the authority to NOT allow any coaching staff on the bench if not in proper attire.

Tournament Format – Pool Format: Tournaments begin with standard pool play where each pool will consist of three, four or five teams, based on the number of entrants to the tournament. In an three team pool, each team will play the other teams in their pool (two games) with an out of pool game that has no bearing on the final standings within that pool. In a four team pool, each team will play the other three teams in that pool with each team finishing first, second, third or fourth (final standings) in that pool, based on **POOL TIE BREAKER RULES, 1-7** (listed below). In the event of a 5 team pool, each team will play four pool games, and the top two teams will advance to the championship rounds.

Nationals, Regionals, Showcase Tournament Format – Bracket Play: Tournament play begins with 4, 6, 8, 10, or 12 team bracket play where the winning team continuing to advance towards the bracket finals in the championship bracket and the losing team in bracket play will move thru the consolation bracket with all teams receiving the tournament minimum games. Bracket play divisions for Showcase events will be Invitational Division, Gold Division, Silver Division, Bronze Division and Open Division. Failure to appear for consolation games will result in your team & club being denied entry to any future event.

POOL TIE BREAKER RULES: In the event of a tie within a pool, the following tie breaker rules will apply (without renewing) to decide the order of final standings within the pool:

- (1) Head-to-Head
- (2) Total point defferential (15 points max per game)
- (3) Total points yielded (given up) against tied teams
- (4) Total points scored against tied teams
- (5) Total points given up in all games
- (6) Total points scored against all teams
- (7) Head-to-head (if still have a two-team tie)

These rules will be strictly enforced!!