

DYSports' Tournament Rules

SECTION 1: MISSION STATEMENT AND VISION

- DYSports' events help youth improve their game.
- DYSports' goal is to provide a venue for developing youth athletes to improve skills, increase confidence, and compete.

SECTION 2: SPORTSMANSHIP STANDARDS

- No Profanity – Profanity from anyone towards officials, players, coaches, opposing fans, DYSports members or spectators **WILL NOT** be tolerated.
- Fans/Spectators
 - a. Must stay off the court at all times.
 - b. Any fan/spectator who enters court and/or is in anyway disruptive to the flow or spirit of the game will be asked to leave the gymnasium.
 - c. Coaches are responsible for monitoring the behavior of their parents/fans and are expected to intervene when they are behaving inappropriately.

SECTIONS 3: GAMES RULES

Defense:

- For grades 4th and 5th, both boys and girls, all teams must play man to man defense (Please see last page for rules on Man to Man)
- Grades 6th-8th, can play any defensive they desire

Time:

- All games will consist of two (2) twenty (20) minute halves.
 - Clock will stop on every dead ball the last two (2) minutes of game
 - i. Last two (2) minutes will be running clock if lead is greater than fifteen (15) points
 - Halftime will be 2 minutes long
 - **No press** with a 20-point lead
 - Each team will get at least four (4) minutes to warm up after the conclusion of the previous game. If previous game ends early, next game will start at its scheduled time.

Time Outs:

Each team will be allowed two (2) **30 second** timeouts a half. Unused timeouts **WILL NOT** carry over into the next half or overtime. Each team will get one 30 second time out in over time.

Overtime:

- **First** Overtime – two (2) minutes running (Each team gets one (1) :30 second timeout)
- **Second** Overtime – first team to score two (2) points (No timeouts)

Tie Breaker:

- Head to Head record
- Total points given up (Lowest advances)
- Flip of a coin

Forfeit:

- Game will be a forfeit if team does not show within five (5) minutes of scheduled time or within five (5) minutes after the conclusion of previous game that ran late.
- If a team has less than five (5) players to start the game, it's a forfeit. A team may finish the game with less than five (5) players if they started the game with five (5) players.

SECTION 4: FOULS

Personal Fouls:

- A participant will be disqualified after his/hers sixth (6) personal foul

Team Fouls:

- Seventh (7) team foul = 1 and 1
- Tenth (10) team foul = double bonus

Technical Fouls:

- Automatic two (2) points
- All technical fouls equal a personal foul and team foul
- Two technical fouls in the same contest for an individual player/coach equals automatic ejection

SECTION 5: TEAM ROSTERS

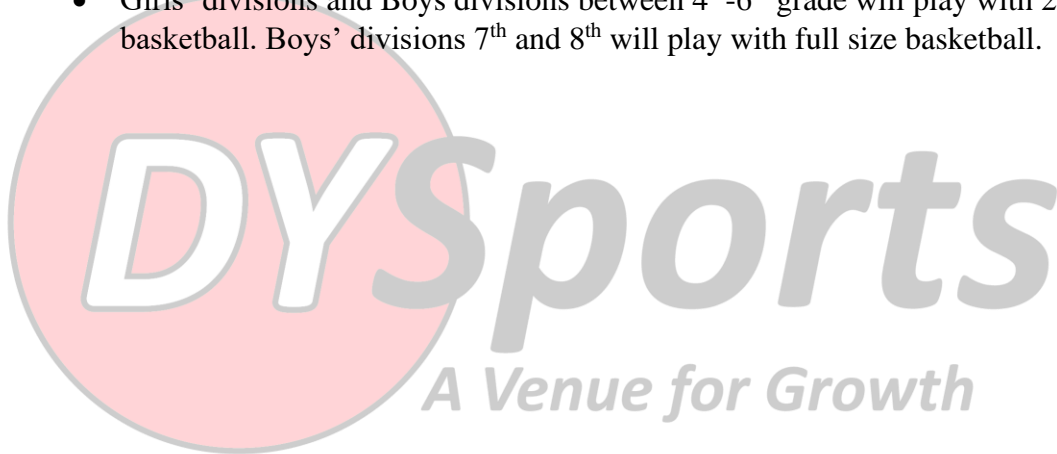
- All game rosters **MUST** be the same as the roster in DYSports' files.
- **NO** player can start the game in the stands or on another court/bench. A player can arrive at the gym late for the game and still play.
- Roster for the game **MUST** be filled out at scores table prior to tipoff.
- Jerseys – the color of teammate's jerseys **MUST** be the same. Home teams will wear their light color jerseys and visiting teams will wear their dark color jerseys.

SECTION 6: DUE PROCESS

- Players that are ejected from a game **WILL NOT** be able to participate the remainder of the tournament. If a player gets two (2) technical fouls in one game, they are done for the remainder of the tournament.
- Coaches that are ejected from a game **WILL NOT** be able to participate the remainder of the tournament.
- Parents who are asked to leave a game/facility **WILL NOT** be allowed back in for the remainder of the tournament (No refunds for ticket entry).

BASKETBALLS

- Home team will provide the game ball.
- Each team will provide their own balls for warmups.
- Girls' divisions and Boys divisions between 4th-6th grade will play with 28.5 size basketball. Boys' divisions 7th and 8th will play with full size basketball.



DYSports Man to Man Defense Rules

- Man to man defense only, with **no double-teams except for help defense inside the 3-point arc.**
- Help defense is limited to leaving individual coverage to help stop an offensive player that has beaten his or her defender inside the 3-point line or has received a pass inside the key.
- No double teams or help defense off the ball to prevent a player from receiving a pass. This applies anywhere on the court.
- **No double teams on the ball.** If a player on defense is beat, another defensive player may switch to cover the offensive player that has the ball. If the original player pursues and recovers, this is considered a double team, and one of the two defensive players will have to leave and find another player on the court to defend.
- **No zone defense whatsoever.** Coaches are expected to honor the no zone defense rule. If the officials determine that athletes are not playing man to man defense, the below warnings will take place:
 - First warning: Stop play, no penalty
 - Second warning: Stop play, no penalty
 - Third warning: 2 shot penalty and 6-foot rule is enforced
- **6-foot rule:** all defensive players on the court must stay within 6 feet of the offensive player they are guarding. This includes if the offensive player is inside the 3-point line.