

2024 Spring/Summer Tournament Rules

Divisions are based on September 1st birthdate. For example:

U11 – In Grade 5 this school year, or any Grade 6's born after Sept 1st

U12 – In Grade 6 this school year, or any Grade 7's born after Sept 1st

U13 – In Grade 7 this school year, or any Grade 8's born after Sept 1st

U14 – In Grade 8 this school year, or any Grade 9's born after Sept 1st

U15 – In Grade 9 this school year, or any Grade 10's born after Sept 1st

U16 – In Grade 10 this school year, or any Grade 11's born after Sept 1st

U17 – In Grade 11 this school year, or any Grade 12's born after Sept 1st

Anyone playing in a U17/Varsity division must currently be in high school.

A player cannot play on two teams in the same age group. For instance, they cannot play for U12 VanCity and U12 Elevate in the same tournament. They could however play in two separate age group divisions for the same "club". Using the same example, if they were a talented U12 player, they could play U12's for VanCity AND U13's for VanCity, since they are U12 age.

However for clubs that enter A and B teams in the same age group division, they can only play on one. For example, if Greenlight A enters a team in U15 Silver, and enters Greenlight B in U15 Bronze. They can only play on one team in the U15 division. This prevents Silver players showing up for Bronze games, once their silver team has been eliminated.

U10-U12 divisions: No zones, zone presses or trapping defenses. You must play man to man. You can pickup full court man-to-man, but as mentioned, no traps/switches. Once **the score difference is greater than 20 points, you must back up to half court.** Get back and work on your half court defense. (Ball size 5-6)

U13-U17 divisions: Zones, presses and traps are allowed. But once the **score difference is greater than 20 points, you must back up to half court.** (Ball size 7)

We will be playing modified FIBA rules, and we will be using the narrow key.

All games will consist of **two 16-minute stop-timed halves**. Overtime periods will be three (3) minutes long. Running time last 5 minutes if the score differential is greater than 20 points.

Pre-game warmups will last a minimum of five (5) minutes and the halftime break will be three (3) minutes.

Players are disqualified on fifth (5) personal fouls. **Bonus foul shots will be shot on the 10th team foul, resulting in two shots**

10 second backcourt to get the ball over halfcourt.

Teams will get **two timeouts** per half (no carry-over). Only one timeout will be given for each overtime period. Timeouts are called through the bench.

No shot clock will be used. Teams that are stalling will be given warnings by the referees that they have 10 seconds to shoot.

A coach or parent must be present on the bench at all times.

Teams must have at least 4 players at the listed game time, or the game may be defaulted. They can start the game with 4 players, but if they do not have 5 players at the 5 minute mark, it may be considered a forfeit.

Team coaches are responsible for the conduct and supervision of their players as well as their fans/parents, including approaching the officials and scorekeepers.

Only coaches can approach officials or scorekeepers during the game.