

# Yakima Valley Sports Authority Tournament Rules

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## Team Rosters

1. Athletes can play on 1 team only. No exceptions!
2. Girls cannot play on boys teams and boys cannot play on girls teams.
3. Players must be in Kindergarten or older – no preschoolers!
4. Once games have started, rosters are final. Athletes cannot switch teams and cannot be added to rosters once your team has started the tournament.
5. All athletes and coaches are required to have a current AAU membership card. Any team found with players and/or coaches without a current AAU card will be subject to game forfeits and may be dropped from the tournament with no refund of fees paid.

## Game Admission Fees

1. There are admission fees for all tournament days. Please see your tournament registration form and/or your registration confirmation letter for specific daily prices.
2. Athletes in uniform are allowed in free to tournament games.
3. Each team must have an adult keep score at the scorer's table with the scoresheets provided by the YVSA. Turn scoresheets in to the gym supervisor once the game is over.
4. One coach and one scorekeeper per team are allowed in to their game only free of charge.

## Rules of Play

2013-2014 High School Federation Rules will be used with the following exceptions:

1. **Warm Ups:** 10 minutes or until the next game time, whichever is longer. Gym will be open 30 minutes before the start of the first game. Do not start games early! Fans who arrive on time would like to see the start of the first quarter, not the start of the second quarter!
2. **Forfeits:** Forfeit time is game time. No exceptions. If a team shows up late, the officials will work a short game with running clock in order to be ready for the next scheduled game.
3. **Basketballs:** 1st – 3rd Grade teams will use the 27.5" ball (junior size). 4th – 6th grade boys and 4th grade girls teams and up will use the 28.5" ball (women's size). Boys 7th grade and up will use the 30" (men's size) ball.
4. **Quarters:** 1st – 4th Grade: 6 min / 5th – 8th Grade: 7 min / all other divisions: 8 min
5. **No 30 second shot clock.** Over and back line in use with a 10 second backcourt count.
6. **NEW Press Rule:** 1st – 8th Grade: 15 points / all other divisions: 20 points. No full court press once your team is up by more than 15/20 points. Your team must retreat back inside the 3 point arc until opponent crosses the center line with the ball, then you are allowed to play defense. The offense has the option to cross the center line at any time, however the 10 second backcourt count only starts when the defensive team is behind the 3 point arc.
7. **Free Throw Violations:** 5th Grade Girls and below and 4th Grade Boys and below:
  - a. When shooting a free throw, the shooter must start from behind the free throw line. If the shooter steps on or over the line before the ball touches the rim, it is NOT a violation.
  - b. The shooter cannot rebound the ball at any time.
  - c. A player other than the shooter must have control of the ball before the shooter can handle the ball. If the ball is in control of the shooter after the free throw, this is a violation and the opponents will receive the ball out of bounds.

## **8. Technical Fouls:**

- a. Each counts as 1 of 5 personal fouls on a player and 1 team foul.
  - b. Automatic 2 points and the ball awarded out of bounds. No free throws.
  - c. One sportsmanship technical on a coach or fan and they are ejected from the gym. One sportsmanship technical on a player and they are required to sit on the bench for the remainder of the game.
  - d. If a coach or fan that has been ejected from the game does not leave the gym (including standing in the doorway and watching the game) or continues to question the official after the foul has been called, he/she will receive a second technical foul and will not be allowed to coach or watch the next tournament game. The team will be subject to disqualification from the tournament with no refund of fees paid if the coach or fan returns.
9. **Intentional Fouls:** Two points and the ball awarded out of bounds.
10. **Half Time:** 5 minutes
11. **Overtime:** 2 minutes each overtime. Play until a winner is determined.
12. **No running clock when a team is up by 40 or more points.**

## **Tie Breakers**

1. In any situation where two teams are tied, head to head competition between the two teams will determine the winner.
2. If more than two teams are tied, a point differential tie breaker will be used. The point differentials between the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential with the highest number placing first and the second highest placing second, etc.
3. If more than two teams are still tied after the point differential formula, the point differentials from the teams not involved are added and the results recalculated.
4. If two teams are still tied, both teams will be awarded the championship. In cases of advancement, a coin toss will determine the winner.
5. The maximum you can beat a team and still gain an advantage in the tie breaker is 15 points.
6. The score of all forfeits shall be 15-0.

## **Reminders**

1. No jewelry or hair clips are allowed during games. Taping earrings or hair clips is not OK. Be sure to take out all earrings and hair clips and take off necklaces and bracelets.
2. We reserve the right to refuse any team's entry in to our events.
3. Tournament scores and results will be posted on our website at [www.ieaau.org](http://www.ieaau.org) throughout the event. Be sure to follow results and pool play standings to ensure you know when and where you play in bracket play. If you see mistakes in scores reported to us, please call anytime during the tournament to let us know – 509-453-2696.

**If you have any questions regarding rules, please feel free to call 509-453-2696.**