



2020 Spring League Rules and Regulations

Game Rules:

- We will follow Georgia High School Rules with the following exceptions:
 - Each team will be allowed 5 minutes warm-up prior to the start of the game
 - Each game will consist of (4) Four, 10 minute running-clock quarters. The clock will stop in the last 2 minutes of the 2nd and 4th quarter
 - Halftime will be 2 minutes
 - Each team will be allowed (4) Four 30 second timeouts per game
 - Overtime will be 2 minutes with the clock stopping the last minute of the game. Each team will be given 1 timeout. Timeouts do not roll over from regulation
 - Teams will receive a 10 minute grace period after the scheduled game time to field AT LEAST 4 players before a forfeit is declared
 - Free throws:
 - Teams will shoot only 1 free throw for 2 or 3 points
 - And-1's will automatically be counted (No Free Throw)
 - Bonus is still at 7+ fouls with 1 for 2 Free Throws
 - Free Throws will resume normally at last 2 minutes of 4th quarter and OT
 - Middle School League: No pressing when up by 20 or more points; teams may resume pressing if lead is cut to 10 points

Roster Rules:

- I. Rosters are allowed a maximum of fifteen (15) players
- II. Proof of age and grade is required for all players on roster.
 - A. Acceptable proofs of age are:
 1. clean photocopies of birth certificates

- 2. adoption papers
- 3. immigration papers
- B. Proof of grade is a clean copy of any report card of the current school year or school document that indicates current grade level.
- C. Teams are required to provide proof of age and grade at checkin and throughout the league. It also must be presented to the tournament director upon request.
- D. All teams MUST have an adult coach or parent on the bench. No team will be allowed to coach themselves. Coaches must be over 18 years old and cannot be a High School student.

Uniforms:

- I. Player jerseys MUST have numbers. It is recommended that Player jerseys have numbers on both the front and back. Numbers may be from 00-99.
- II. Teams must have dark and light jerseys
- III. Home team wears light and visitors wear dark jerseys

Sportsmanship and Unsportsmanlike Conduct Procedures

- I. Players, coaches, team representatives, spectators, and all other persons connected directly or indirectly with a team, as well as contest officials, shall adhere to the principles of good sportsmanship and the ethics of competition before, during and after all contests in which they participate and/or attend. Each participating team and its head coach shall be held strictly accountable for unsportsmanlike conduct on the part of its players, coaches and spectators.
- II. A player, coach, team representative or spectator who commits an act of malicious and hateful nature toward a contest official, opponent or any other person attending a tournament shall be guilty of unsportsmanlike conduct. This includes the use of profane language.
- III. If contestants participate in a bench and/or a bleacher-clearing fight, both teams will be suspended for the remainder of the league. This includes players (on the bench) coming off the bench and onto the court during any altercation.
- IV. Two (2) direct technical fouls or an ejection during a game on a player, coach, or team representative will result in their disqualification for the next game of the league. Fighting and gross

unsportsmanlike behavior can be more than one game and is at the discretion of the Tournament Director.

- V. The player, coach, team representative, or spectator that is disqualified during the course of the game must immediately leave the competition area where he/she is not visible to the athletes, officials, or other spectators and must not have any further contact with or give instruction to athletes or other members of their staff for the remainder of the contest
- VI. A player, coach, team representative or spectator that is suspended may not be present in the competition area during the game.
- VII. A spectator that is removed/ejected from the game by any official or staff member will be forced to leave the facility and may not return to any game the remainder of the event. Failure to adhere could result in technical fouls/forfeiture for the affiliated team.

Refund Policy:

- I. No Refund will be provided once the initially published registration deadline has passed or the tournament is at capacity and has turned away other teams. Full refunds will be provided to teams who withdraw before the passed deadline or capacity limitation is met.