



## **Cup Circuit Rules & Regulations**

The National High School Federation Rules and Regulations (NHSF) will apply to all Cup games with the following exceptions:

### **Game Rules:**

- I.** No game may begin before the scheduled start time unless tournament director approves it
- II.** All teams will receive at least 4 minutes to warm-up prior to the game (Subject to Change based on Gametime)
- III.** Regulation Time
  - A. 3rd-6th Grade: 2 14-minute halves will use 28.5 intermediate size ball
  - B. 7th Grade and Up: 2 16-minute halves will use 29.5 ball
  - C. All Girls games will use a 28.5 intermediate size ball
- IV.** Halftime will be 3 minutes
- V.** Timeouts will be 3 full and 2 30 second per game
- VI.** Overtime will be 2 minutes (Timeouts DO NOT roll over to Overtime)
  - A. Each Team will be given 1 timeout in Overtime.
  - B. **Double Overtime:**
    1. **Sudden Death, No Timeouts**
- VII.** Clock will stop on all whistles
- VIII.** Fouls:
  - A. 1 and 1 at 7 fouls, double bonus at 10 fouls each half
  - B. **6 fouls to foul out**
- IX.** Each team is responsible for their warm-up balls, the home team will provide the Game Ball.
- X.** Teams will be given a 10-minute grace period (subject to change by tournament director) to arrive after the official game start time. Teams that show up after the grace period will forfeit. Only 1 grace period will be allowed per team per event.
- XI. Mercy Rule** - Once a team is ahead by 20 points, the clock will run continuously except during timeouts and injuries. If the point differential is reduced below 20, the clock will return to normal

## **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 check in and throughout the tournament. It also must be presented to the tournament director upon request.

**III.** A player may only play on 1 team in a specific division. A player CAN play for 2 teams in separate divisions as long as he meets eligibility requirements (ex. 7th grader playing 7th/13U and 8th/14U)

**IV.** Coaches are responsible for the team meeting all eligibility requirements. If a player is found to be ineligible prior to the start of a sanctioned competition, the player will be expelled and the team will continue. After competition starts, if a player is found to be ineligible, he/she will be expelled and the team will forfeit all games in which the player's name or number appeared on the official score sheet or he/she participated in the game. Coaches who falsify documents will be suspended for the remainder of the season.

**V.** No roster additions will be permitted after the team has begun play of its first tournament game within any tournament. The roster given at Check-In must include ALL players who are playing on the team at ANY point in the weekend.

**VI.** A team may have no more than 3 bench personnel including managers or scorekeepers. All bench personnel must have their coaching credentials visible at all times while in the bench area. 3 Coaching passes will be given out at check- in and must be worn on the wrist for the entire weekend.

## **Grade/Age Divisions:**

The Cup Series is grade based with age parameters and limitations determined by birth dates that allow players in each division to compete against other players currently at the same grade / age level. A player may qualify under the age exception rule if they have been advanced in grade due to academic excellence or parental preference. The following guide determines all eligible ages at grade levels.

## **Boys & Girls**

3rd Grade/9u - An athlete must be in the 3rd grade or below for the 2025-26 school year and cannot turn 11 prior to August 1, 2026. Age Exception: Athlete does not turn 10 before August 1, 2026.

4th Grade/10u - An athlete must be in the 4th grade or below for the 2025-26 school year and cannot turn 12 prior to August 1, 2026. Age Exception: Athlete does not turn 11 before August 1, 2026.

5th Grade/11u - An athlete must be in the 5th grade or below for the 2025-26 school year and cannot turn 13 prior to August 1, 2026. Age Exception: Athlete does not turn 12 before August 1, 2026.

6th Grade/12u - An athlete must be in the 6th grade or below for the 2025-26 school year and cannot turn 14 prior to August 1, 2026. Age Exception: Athlete does not turn 13 before August 1, 2026.

7th Grade/13u - An athlete must be in the 7th grade or below for the 2025-26 school year and cannot turn 15 prior to August 1, 2026. Age Exception: Athlete does not turn 14 before August 1, 2026.

8th Grade/14u - An athlete must be in the 8th grade or below for the 2025-26 school year and cannot turn 16 prior to August 1, 2026. Age Exception: Athlete does not turn 15 before August 1, 2025, 2026.

9th Grade/15u - An athlete must be in the 9th grade or below for the 2025-26 school year and cannot turn 17 prior to August 1, 2026. Age Exception: Athlete does not turn 16 before August 1, 2026.

10th Grade/16u - An athlete must be in the 10th grade or below for the 2025-26 school year and cannot turn 18 prior to August 1, 2026. Age Exception: Athlete does not turn 17 before August 1, 2026.

11th Grade/17u - An athlete must be in the 11th grade or below for the 2025-26 school year and cannot turn 19 prior to August 1, 2026. Age Exception: Athlete does not turn 18 before August 1, 2026.

Unsigned Seniors are allowed to play in 11<sup>th</sup> Grade/17U

## **Uniforms:**

**I.** Player jerseys must have visible numbers on them. Preferred on 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

**IV.** It is recommended that teams always bring both jerseys to a game

## **Protest:**

**I.** The team's Head Coach or the Club Director are the only people who can file a protest

**II.** All roster protests must be filed in writing accompanied by a \$100.00 protest fee (refundable if the protest is upheld) and evidence of ineligibility with the Tournament Director PRIOR to protested game. If the protest is valid, the protested team forfeits all previous games. (See roster rules for acceptable proof of age and grade). We check all rosters, grade reports, and birth certificates at the beginning of

each event. Protester must provide evidence of ineligibility.

**III.** All non-roster protest must be filed in writing within one (1) hour of the conclusion of the contest and must be accompanied by a \$100.00 protest fee (refundable if protest is upheld). Official's calls/rulings are not grounds for a protest. Table Scoresheets are official scoring.

**IV.** Tournament Directors ruling on protest are final

### **Tie-Breakers:**

**I.** Two Teams Tied: Head-to-head result.

**II.** Three or more teams: Common Opponent Point Differential System will be used. Teams will receive a point differential per game up to a maximum of plus 15 points for a win and a maximum of minus 15 points for loss. The team with the highest point total will win the tiebreaker and the second highest number will be seeded second, etc. If two teams are tied with points, then revert back to head -to- head. If the teams are still tied, the team with the fewest points allowed in ALL games played in pool play wins. A forfeit is scored as a 15 -0 game

### **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 tournament. 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 tournament. 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.