

2023 GRABB ALL STAR TOURNAMENT RULES

Player Eligibility – Recreation Level Teams

1. The player Age Groups are as follows: 7-8 (boys/girls), 9-10 (boys/girls), 11-14 (boys/girls), 13-14 (boys), 15- 18 (boys), and 13-18 (girls). Player Eligibility is based on their age as of September 1st of the previous calendar year. Players are permitted to “play up” in any Age Group their respective Association deems appropriate for that player’s skill level.
 - a. No player may participate on more than one team for their Association or merged Associations for the current GRABB Tournament season.
 - b. Girls may play on a Boys team if there is not a Girls team participating for their respective Age Group registered by their local Association or merged Association. However, Boys may not play on any Girls teams.
 - c. All participating Players must be currently enrolled in Elementary School, Middle School, High School, or verifiable Home Schooling.
 - d. No existing or current College or University Students are eligible for the GRABB Tournament. The GRABB Board reserves the right to amend Age Groups as deemed necessary for fair and competitive play.
 2. Only players who have played in their cluster association’s recreation league program for the 2022/2023 recreation season are eligible for the GRABB tournament. No players or teams, outside of the designated Gwinnett recreation cluster association shall be allowed.
 3. **Association Directors will be responsible for verifying that their teams are made up of players that participated in the 2022/2023 recreation league.**
 4. Any two member Associations that are in good standing with GRABB may join Associations for the purposes of forming All Star teams for competitive play, either independently or jointly, at all Age Groups provided those teams qualify based on the below criteria:
 5. The merge option is to be used to create any teams that would not normally work for each Association; the merge option is not intended to create stacked all star teams. The GRABB Board reserves the right to allow or disallow mergers depending on specific circumstances presented.
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6. GRABB reserves the right to reject the registration of any Player or Coach, who may be of cause for concern regarding the preparation and operations of the current GRABB Tournament.
 7. All participating Associations must notify, in writing, the GRABB Board the number of teams that they will be registering in the Tournament by Age Group, three (3) weeks prior to the beginning of the Tournament. Each registered team must be paid for in full (\$275.00 per registered team) and certified not less than 10 (ten) calendar days prior to their first game of the Tournament. The GRABB Board will work with individual teams on a case by case basis provided the teams contact GRABB directly regarding their specific registration issues. There will not be any certification of teams, Players, or Coaches at the Host locations. All scheduled games will be forfeited by the teams failing to comply with this requirement.
 8. If a team violates the Player Eligibility rules, then the violating team will forfeit all games that it participated in using the illegal player(s) where the Player Eligibility rule was violated. A forfeited game (due to the ineligibility of a player or Players) will result in the winning team receiving a score of the maximum point differential permitted by the playing rules and the violating team receiving a score of zero (0).

Team Responsibility

1. All teams must wear appropriate basketball attire, including the use **of a two color jersey (either reversible or separates) utilizing a lighter color of its uniform for HOME**, and a darker color of its uniform for VISITOR. All jerseys must have permanent numbers on both the front and back, if numbers are not present on both the Page 3 front and back of the jersey. GRABB shall have the final determination on the uniform appropriateness of all participating teams. All legal uniform numbers shall conform to the current International playing rules, therefore, allowing any jersey number from 0 to 99. Any illegal jersey on any participating player(s) on a given team will result in a single administrative technical foul. Should a team have an illegal jersey(s), it should be brought to the attention of the game referees at the beginning of the game so the appropriate penalties are assessed and the game can move on without further incident concerning a uniform issue for said offending team.
2. Only shorts without pockets, zippers, or belt loops will be permitted. Any player not conforming will be required to either change shorts to the correct one or be removed from the game until the correct shorts are being worn.
3. If the player desires to wear an undershirt under their game jersey, the undershirt shall be the one of the predominant colors of the team's uniform, and everyone on the team must wear the same color or shade of undershirt. A mixture of undershirts will not be permitted and those not wearing the designated team color will be required to remove and replace, if an undershirt is desired to be worn. Please understand that undershirts are not part of the required team uniform and are an accessory items that needs to match as closely as possible with the chosen shirt of the team. There are no administrative technical fouls issued for undershirt violations, only the removal of the player from the game until the undershirt is either matched to the other players or removed from wearing during that current game.
4. All shirt tails shall be tucked inside the shorts at all times.
5. No jewelry (such as watches, bracelets, rings, earrings, plastic wrist bands, rubber bands, magnetic bracelets, necklaces, etc) or any other distracting or disruptive object (such as casts, non-orthodontic braces, etc) shall be worn. Applying tape over an earring shall not be permitted, all earrings shall be removed if the player desires to enter the game. Should there be a question about an item being used by the participants, the Tournament Director or GRABB official present will have the final determination. Athletic head bands and athletic wrist bands for the purpose of wicking sweat shall be permitted for GRABB play.
6. Players, Coaches, or anyone else on the basketball court shall wear appropriate shoes with non-marking soles.
7. A team roster AND starting line-up must be submitted five (5) minutes prior to the start of each game by the participating teams. Not adhering to this rule could result in an Administrative Technical Foul being assessed to the offending team if the game is delayed beyond the published starting time or the stated starting time by the Tournament Director.
8. NO Tournament Director can be a Head Coach within the tournament in which they are directing. However, it is acceptable to be an Assistant Coach. GRABB Board Members are permitted to either be a

Head Coach or an Assistant Coach during the GRABB Tournament provided they are not the designated Tournament Director.

9. Home team must provide appropriate game ball.

Playing Rules

1. All games shall be played in accordance with the current National Federation playing rules, unless conflicts are specifically defined in the Tournament Rules published by the current GRABB rules. GRABB rules will take precedent in circumstances where conflicts are present.
2. For all Age Groups, the tournament format will be a (blind draw) Double Elimination bracket to determine the tournament champions. The GRABB Board will make all final determinations regarding the tournament format. GRABB will provide the bracket formats, and tournament seedings to all Associations. The Associations will work with GRABB to assign the actual game times based on their gym availability dates and times.
3. **Games shall consist of four (4) - ten (10) minute quarters (running clock) for ages 8-18.** During each quarter, the clock will run continuously, except during timeouts and free throws. During the last two minutes of the 4th quarter, the clock will stop on every whistle.
4. Should a game be tied after regulation, an overtime period of two minutes will be played **(Time Permitting)**, with the same rules applying in overtime as in regulation. If there is a second overtime, the game will be decided by “sudden death” (first team to score 1 point).
5. Each team will have 2 timeouts per half. Timeouts not used during first half, do not carry over into 2nd half. There will be one (1) additional sixty (60) second time out granted to each team for every overtime period necessary.
6. Fouls/Bonus – per NFHS rules, each quarter teams will shoot 1 x1 free throws, after 6 team fouls. Teams will shoot 2 free throws (double bonus) after 8 team fouls per quarter. Foul counts will reset after each quarter. Players are disqualified after 5 personal fouls.
7. There shall be sixty (60) seconds between quarters and three (3) minutes between halves, if time is permitting. GRABB and the Tournament Director have the ability to reduce this time, if necessary, due to games running longer than previously scheduled.
8. All teams must be ready to play within five (5) minutes of their published game times. There will be only one (1) ten (10) minute grace period extended for teams to arrive, if a participating is not on the court ready to play or cannot field an appropriate team, then a forfeit will occur for the violating team.
9. Team warm-ups on the court will be no more than five (5) minutes total once the previous teams have exited their respective team benches.

10. Team rosters shall consist of no more than twelve (12) players. A maximum of three (3) Coaches are allowed for each team. Only the team's players and designated Coaches shall be permitted to sit on the team bench during games. Only the designated Head Coach may stand during the game for coaching purposes. The Head Coach cannot designate his standing authority to any designated Assistant Coach unless the Head Coach has been removed from the game or is not in attendance for the game.
11. A team shall start and play the entire game with a minimum of four (4) players, once the ten minute grace period has expired. In the event that one or more of the players foul out or become injured and have to leave the game, the game will continue with less than four (4) players with only the remaining eligible players participating in that game.
12. All substitutions MUST be made through the official score keeper and recognized by the referee.
13. . Age Specific Playing Rules:
 - Ball Size for Recreation Games: A 28.5 ball shall be used for the 7-8 Boys/Girls, 9-10 Boys & Girls, 11-12 Girls, and 13-18 Girls. A 29.5 ball shall be used for the 11- 12 Boys, 13-14 Boys, and 15-18 Boys. Page 5
 - Goal Height shall be 9 feet for the 7-8 Girls/Boys only. All other Age Groups and Grade based teams will use a 10 foot goal height.
 - Free Throw Line shall be 12 feet for the 7-8 Boys and Girls (there shall be clearly defined markings placed on the floor for the 7-8 year olds by the Host Associations). All other Age Groups and Grade based teams will use the standard 15 foot free throw line.
 - 3 Point Line will be used for all Age Groups, on courts that have a 3 point line marked.
 - Lane Violations will be 3 seconds for all Age Groupings and Grade based teams. For the 7-8 Boys and Girls, the Lane Violations are only applicable from the designated 12 foot Free Throw line to the base line as defined by the current International Playing rules.
 - Backcourt Pressing is permitted for all Age Groups and Grade based teams the entire game with the exception of the 7-8 year olds (Boys and Girls). The 7-8 year olds are only permitted to Backcourt Press during the 4th Quarter, and during the entire duration of any overtime periods.
14. If any team is leading by twenty (20) points or more, then a RUNNING CLOCK will be utilized with NO Backcourt Pressing allowed by the team who is leading the game. During any RUNNING CLOCK portion of the game caused by a team winning by 20 points or more, the only time the game clock will stop is during timeouts. The RUNNING CLOCK will continue to run during all Free Throws.

Protests

1. The Protest Committee for each Host Site shall consist of a GRABB Board member, and the head of the respective Officiating Association providing officials for the respective Host Site.
2. All protests must be submitted in writing within thirty (30) minutes of the game in question completion to a member of the Protest Committee or their respective designee. Only protests

involving rules and regulations will be considered. The Protest Committee will act upon all properly submitted protests within twenty-four (24) hours.

3. A One Hundred dollar (\$100.00) cash fee MUST be paid to the Protest Committee within the designated time allotment. This fee will be refunded if the protest is upheld by the Protest Committee. Should the protest be denied, then the fees paid will be deposited into the GRABB operating account.

4. For any protest to be considered, all parts of this rule must be strictly adhered to by all parties involved.