



Newark Recreation

YOUTH BASKETBALL



TOURNAMENT MANUAL

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Location & CONTACTS

RECREATION COORDINATOR

ZACK RADCLIFFE
ZACK.RADCLIFFE@NEWARKCA.GOV
510-578-4407

OFFICE LOCATION

SILLIMAN ACTIVITY &
FAMILY AQUATIC CENTER
6800 MOWRY AVE, NEWARK, CA
510-578-4620

GYM LOCATIONS

SILIMAN ACTIVITY &
FAMILY AQUATIC CENTER
6800 MOWRY AVE, NEWARK, CA
510-578-4620



The mission of the Recreation and Community Services Department is to enrich and strengthen the wellbeing of all community members through recreational programs, services, and facilities while promoting personal development, healthy lifestyles, community involvement, and inclusiveness.

REGISTRATION & GENERAL INFORMATION



REGISTRATION

To officially register a team for a Newark Recreation Youth Tournament, teams must complete a registration form and submit payment for the tournament fee either in person or online. For check payments, please make checks payable to the City of Newark.

To submit a registration form and payment, choose one of the following options:

- Register online at: newarkca.activityreg.com
- Register in person at the George M. Silliman Community Activity Center

Player Registration Requirement: A parent or legal guardian must complete the online registration/waiver agreement for each player. Each player must be individually registered and listed on their team's official roster before they can participate. Players who are not registered and listed on the roster will not be eligible to play.

Proof of Name Verification may be requested by the League Coordinator or scorekeepers at any time.

GENERAL INFORMATION

- In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear the lighter colored jersey.
- A Maximum of 15 players are allowed to be on a team roster. *(Please note a max of 15 championship items, such as a league champion shirt, medals, rings, etc. will be awarded to the winning team no matter the number of players on the winning teams official roster).*
- No roster changes are permitted at the scorer's table.
- Teams will be given a minimum of 3 minutes of warm-up time.
- There will no protest allowed at anytime.
- Each team is responsible for cleaning up thier bench area after each game! **3**

ELIGIBILITY

ELIGIBILITY

- Players are allowed to play in divisions based on their age. Grade level is only provided as a guide. If a player's age does not match the grade listed, their age will determine which division they play in,
- A team must participate in the division that corresponds with the highest age of any player on the team.
- Age cutoff date: August 31, 2027. A player's age on this date determines their division.

2026–2027 Basketball Birth Year Eligibility

Division / Grade	Max Age as of 8/31/2027	Must Be Born On or Before
10U / 4th Grade	10	Sep 1, 2016
11U / 5th Grade	11	Sep 1, 2015
12U / 6th Grade	12	Sep 1, 2014
13U / 7th Grade	13	Sep 1, 2013

HOW TO READ THIS CHART: FIND THE DIVISION MATCHING THE OLDEST PLAYER'S BIRTH DATE. A PLAYER IS ELIGIBLE FOR A DIVISION IF THEY WERE BORN ON OR AFTER THE DATE LISTED AND ARE NO OLDER THAN THE MAX AGE SHOWN ON AUGUST 31, 2027.

EXAMPLE: A PLAYER BORN ON JULY 15, 2017 TURNS 10 BEFORE AUGUST 31, 2027, MAKING THEM ELIGIBLE FOR THE 10U DIVISION (MAX AGE 10) — NOT 9U — REGARDLESS OF WHAT GRADE THEY ARE IN.

Playing Up

- A player may play up into a higher age division, as long as they are registered for the appropriate team/division. Players are **not** permitted to play down into a lower division. All divisions strictly follow the age-based eligibility chart above.

Playing on Multiple Teams

- A player may play on only one team per tournament event, regardless of age division. Players are not allowed to play on multiple teams within the same event — one team per player, per tournament.
- If a player is found in violation of this rule, both teams the player participated on will receive forfeits for the current game and all previously played games. Going forward, the player must choose one team to play on after serving a one-game suspension.

TOURNAMENT GAME RULES

RULES

The CIF High School rules will apply unless otherwise noted. Any issues not specifically addressed below will be resolved at the discretion of the League Coordinator:

1. Game Duration: All Games will consist of Four (4) 8-minute quarters with a running game clock.
 - Timing Regulation: The last two minutes of the second half will be stopped clock only if the point difference is 10 or fewer points.
2. Half Time: Will consist of three (3) Minutes between halves.
2. There will be no Shot-Clock.
3. 10-Second Backcourt Violation will be enforced.
4. Five (5) personal fouls result in disqualification.
5. Seven (7) team fouls in a half result in a one-and-one free throw situation.
6. Ten (10) team fouls in a half result in a double bonus (two free throws).
7. Time-Outs: Each team is allowed four (4) one-minute time-outs per game. Unused time-outs do not carry over to overtime periods.
 - The game clock will stop on all time outs, unless the referees say otherwise
8. Referees may stop the clock under unusual situations at their discretion.
9. Overtime: Games tied at the end of regulation time will continue for a two (2) minutes overtime period, with the same rules as the second half; meaning the last two minutes of the second half will be stopped clock only if the point difference is 10 or fewer points.
10. Games tied at the end of one overtime period will result in sudden death overtime with first team to score to be declared the winner
 - Exception: Playoff and Championship games will play as many timed overtime period as needed until a winner is determined
11. On free throws, players may enter the lane after the ball is released by the shooter. There will be a running clock on all free throw attempts unless a timeout is called by a player, coach, referee, or unless the *Time Regulation (Rule #1)* is in effect.
12. All judgment calls are final; no protests are allowed except for rule interpretation which is reviewed by the referees assigned to the current game.

EQUIPMENT / COURTS & UNIFORMS

EQUIPMENT / COURTS

- All games will be played on regulation-sized courts. The specific court location will be determined by the City of Newark based on tournament size and gym availability.

Game Ball

- The home team shall provide the game ball.
- If both teams cannot agree on a game ball, an alternate ball, as chosen by the City of Newark, will be used.

Division / Grade	Ball Size	Ball Size
10U / 4th Grade	Size 5 (27.5")	Size 5 (27.5")
11U / 5th Grade	Size 5 (27.5")	Size 5 (27.5")
12U / 6th Grade	Size 6 (28.5")	Size 6 (28.5")
13U / 7th Grade	Size 6 (28.5")	Size 6 (28.5")

UNIFORMS

- Indoor athletic shoes are mandatory.
- **Teams must bring both the same color light and dark jerseys/shirts to every game.**
- All Uniform must have numbers, and the numbers must be visible and legible to referees and scorekeepers. While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform.
- Only one player per team may have a jersey without a number (assigned "0")
- Duplicate Jersey Numbers: If two players on the same team are found to have duplicate jersey numbers, and it is caught by either the referee or the scorekeeper, a technical foul will be assessed. This can be assessed at anytime during the game.
- Each player without a proper uniform could result in a 5-point penalty, up to a maximum of 15 points.
- **All jewelry must be removed before the game begins. Failure to comply with this rule may result in a technical foul being assessed. Tape is not allowed.**

REFEREES / OFFICIALS, BENCH, & TECHNICAL FOULS / EJECTIONS

REFEREES / OFFICIALS

- All Referees will be provided by the City of Newark.
- All judgment calls are final; no protests allowed except for rule interpretation which is reviewed by the official.

BENCH

- Up to 3 coaches are allowed each teams bench.
- The head coach is the only person that can approach the scoretable.
- Only one coach can be standing at any time.
 - If a coach recived a technical, all coaches must stay seated for the remainder of the game.

TECHNICAL FOULS / EJECTIONS

- Any player or coach who receives two (2) technical fouls in a game will be automatically ejected.
- Two technical fouls = ejection from the game and immediate removal from the facility and will no longer be able to participate in the tournament.
- Three (3) team technical fouls in a single game will result in forfeiture of the game by the offending team.
- Any team receiving more than six (6) technical fouls during the tournament will be disqualified from further play and forfeit all remaining game along with their tournament entery fee.
- Coach, Player, or Fan Ejection: Any coach, player, or fan who is ejected from a game by a game official or Site Director must leave the facility immediately and will not be allowed to participate in or attend the rest of the tournament.
 - If the ejected person refuses to leave the gym the official or site director may issue a 2-minute warning. If the person does not vacate the gym after this warning then a forfeit will be issued to the offending team.



FOREFEITS & BEHAVIOR STANDARDS

FOREFEITS

- All teams must be ready at the scheduled game time. (Games start on time).
 - A team needs a minimum of 4 player for a game to start
- A 3-minute grace period will be given if a team has three (3) or fewer players at the scheduled game time.
 - This grace period DOES NOT count toward the game clock.
- Forfeited games, will result in a final score of 15-0, with the winning team receives +15 points and the losing team recives -15 poitns.
- Double forfeits will result in a loss for both teams.
- Forfeited games are not rescheduled.
- One (1) advanced forfeit is allowed per tournament without fee if communicated to the Recreation Coordinator at least 24 hours in advance.
- Additional forfeits, even with notice, will incur a \$50 fee. Less than 24 hours' notice of a forfeit also results in a \$50 fee.
- If a team uses an ineligible player during a game, the game will be forfeited regardless of when the violation is discovered.
- Forfeit games may be played as practice, with no officials. Practice games are to be completed at least fifteen (15) minutes prior to the next game scheduled on that assigned court.

BEHAVIOR STANDARDS

- All players, coaches, and fans — on and off the court — must promote good sportsmanship, win or lose. Inappropriate behavior will not be tolerated.
- Coaches are responsible for controlling their team's spectators and fans.
- Referees, tournament officials, and the site director have the authority to remove a player, coach, or attendee from a game, tournament, or venue for unsportsmanlike conduct or any reason.
- Teams can receive technical fouls for the actions of their coaches, players, or spectators, for any conduct ruled unsportsmanlike by tournament staff.
- The City of Newark may take any additional corrective action it deems necessary to protect the safety, well-being, and integrity of the event and its participants.
- All teams, coaches, players, and attendees are subject to these rulings and corrective actions



CODE OF CONDUCT

CITY OF NEWARK - CODE OF CONDUCT

This tournament is a recreational program emphasizing fun, sportsmanship, and safety. Any behavior that endangers players, officials, scorekeepers, or spectators will not be tolerated. All violations will be reported to the Recreation Coordinator, and penalties will be enforced.

CONDUCT	MINIMUM PENALTY	MAXIMUM PENALTY
Physical attack – No participant or spectator shall push, shove, strike, kick, or physically attack an official, participant, coach, manager, City representative, or spectator.	Removal from the game and Suspension from one (1) game and placed on probation for the remainder of the tournament.	Lifetime suspension and/or felonious assault charges filed (CA Penal Code Sec. 243.8).
Leaving position to incite confrontation – No participant shall leave their position or bench or stands to further incite verbal or physical confrontation.	Immediate ejection with possible further sanctions by the Recreation Coordinator. If the player(s) cannot be identified, players may be removed from the lineup in order.	Forfeiture and/or double forfeiture of game and player lifetime suspensions and/or felonious assault charges filed.
Damage to facilities / Intentional property damage – No participant or spectator shall damage or deface City of Newark property.	Suspension from further play until financial responsibility is met and one (1) game suspension .	Lifetime suspension.
Abusive verbal attack – No participant shall verbally abuse, "trash talk," or taunt any player, official, City representative, or spectator. This includes communication after the incident.	Removal from the game and one (1) game suspension.	The players team forfeits game and/or a Lifetime suspension.
Rough tactics – No participant shall use deliberately rough tactics against an opposing player.	Removal from the game and one (1) game suspension	Lifetime suspension.

CODE OF CONDUCT

CONDUCT	MINIMUM PENALTY	MAXIMUM PENALTY
Throwing equipment – No player, coach, or participant may intentionally throw a basketball or any other equipment.	Removal from the game and one (1) game suspension.	Lifetime suspension.
Dissent – No player, coach, or participant may argue with, refuse to follow, or show disrespect toward an official's decision through words or actions	Removal from the game.	Lifetime suspension.
Illegal equipment – No player, coach, team representative, or participant may use equipment that is not allowed by the tournament rules, including unsafe or dangerous equipment.	Immediate ejection and one (1) game suspension.	Lifetime suspension.
Team aggression – No team shall engage in physical aggression against another team, officials, or spectators.	Forfeiture of the game and one (1) additional game suspension plus one (1) year probation.	Removal of one or both teams and a Lifetime suspension.
Fraudulent acts – No participant, manager, or team representative shall commit fraudulent acts (e.g., gambling on games).	Immediate ejection from the tournament.	Lifetime suspension.
Financial responsibility – Teams are responsible for all payments to the City of Newark (e.g., entry fees, tournament fees, facility costs).	Suspension of play until financial responsibility is met.	Lifetime suspension.

CODE OF CONDUCT

SPECIAL NOTES – CITY OF NEWARK CODE OF CONDUCT

1. City of Newark Authority

- The City of Newark shall have the power and full discretion to impose penalties on any and all violations of the City of Newark Player Code of Conduct. For violations not specifically listed in this Code, penalties will be determined at the discretion of the City.

2. Ejection from Facilities

- Any participant or spectator removed from a game must leave the facility and/or premises immediately and may not return until their suspension is served. Failure to do so may result in a maximum penalty of one (1) year suspension. Suspended players may not attend games as spectators.

3. Repeat Offenses

- Any participant previously penalized under the City of Newark Player Code of Conduct who is reported for a subsequent violation will be subject to additional penalties as determined by the Recreation Coordinator.

4. Manager Responsibility

- Managers are responsible for the conduct of their players, coaches, and spectators at all times during any City of Newark activity or event and may be disciplined accordingly.

5. Definition of Participant

- The term “participant” includes players, coaches, and, where appropriate, spectators. Managers are responsible for the actions of their spectators.

6. League-Wide Enforcement

- Any individual or team placed on probation or suspension for violating this Code of Conduct will be considered on probation or suspension for all City of Newark-sponsored activities during the effective period.

