

2024 Cobb County PARKS Invitational Youth Basketball All Star Tournament Rules

I. PURPOSE

The purpose of this tournament is to promote youth basketball in Cobb County while providing a safe, fun, and competitive option for tournament level play. It is also our goal to support and ensure good sportsmanship and fair play among all participants. **Tournament type is determined by the number of team entries per division, but each team is guaranteed 2 games.**

II. ELIGIBILITY

1. Ages

Boys ages 6 – 18

2. The age control date for this tournament is September 1st, 2023.

3. All league rosters and fees must be submitted before teams are allowed to participate.

III. UNIFORMS

4. Teams must wear numbered, non-duplicating same-colored tops and similar colored shorts during all games.
5. No Jewelry is allowed during games; this includes but is not limited to rings, bracelets, watches, necklaces, and earrings. Only soft hair bands and ties are allowed during games.
6. Athletic footwear is required for all participants, and Coaches wearing hard bottom shoes on the sideline, will not be allowed on the playing floor.

IV. PARTICIPATION

1. Teams may only consist of players that are on their current league roster, players added from other league teams are ineligible. **The Roster may not exceed 10 players.**
2. All teams must be recreational in nature, and all participants must have played in your organizations current regular season play.
3. **Each player is required to participate in each half of the game**, the only exceptions are illness, injury and/or disqualification.
4. A player may NOT play on 2 different teams during the tournament for any reason. NO EXCEPTIONS.
5. Players that played on the 9th grade team that are 14 years of age or younger are eligible to participate. Players that have participated in JV or Varsity league play during the current school year are *ineligible* to participate in this tournament.
6. Players found in violation of any of the participation requirements will be immediately disqualified from the tournament and all games the team played with that player will be declared **forfeits**.
7. **Roster forms must be completely filled out and must be turned in at least 10 minutes prior to the first game of the tournament. If the roster is not turned in before the first game or is not filled out completely, the team will receive a forfeit for that game. Rosters may not be changed once they are turned in. Rosters will keep onsite for the duration of the tournament.**

V. GAME RULES

1. All games will be played in accordance with Georgia High School Athletic Association rules.
2. A team must have at least 4 players to start a game. A team may play with less than 4 players during a game as long as the original starting requirements were met.

3. Teams are allowed a *5-minute grace period* beyond the scheduled start time of the game. If a team is unable to produce the total starting number of players required, they will be charged with a **forfeit**.
4. With the exception of injury, coaches are not permitted on the playing floor. The Head Coach is the only person permitted to discuss a call with the referee and should be limited to questions regarding rule interpretations. Violations of this rule will result in an automatic Technical foul.
5. Ball Sizes will be as follows:
 - a. 8U & 10U divisions will use a 28.5 size ball
 - b. All other boys age divisions will use a regulation size ball
6. Quarter time lengths, foul line and goal distances will be as follows:

Age	Time Length		Foul Line	Goal
	Quarters	Distance		
8U	8 minutes	10 feet	8 ½ feet	
10U & 12U	8 minutes	15 feet	10 feet	
14U & 18U	10 minutes	15 feet	10 feet	

7. All teams regardless of age division will receive two 30 second and three 60 second time outs per game.
8. Games will be played with a running clock. The game clock will only stop for:
 - a. With the whistle in the *last two minutes* of each half (*except when a team is leading by more than 20 points)
 - b. Time outs
 - c. During overtime with every whistle in the last 1 minute of play.
 - d. During the one (1) minute break between quarters
 - e. During the three (3) minute break between halves
 - **If a team has a lead of more than 20 points, the clock will not stop until the lead falls below the 10-point mark or time runs out.
 - f. When a game continues past the scheduled start time of the next game, the next scheduled game of the tournament will start 2 minutes following the end of the previous game.
 - g. During a running clock, if a time out is taken during free throws, the clock will not resume until the ball is put back into play after the free throw.
9. Overtime
 - a. In the event that a game is tied at the end of regulation play, a three (3) minute overtime will be played with a continuous clock until the final minute of overtime.
 - b. If the game remains tied after one overtime period, over time periods of two (2) minutes will be played until the tie is broken. The last minute of play will be regulation time.
 - c. Each team will receive one additional time out at the beginning of each overtime period.
10. Beginning Possession
 - a. All age groups will participation in a jump ball.
11. Full Court Pressure
 - a. In the 8 and under divisions, full court pressure will only be allowed in the *final 2 minutes of each half*. In all other age divisions, regular game rules apply.
 - b. One (1) warning will be given if teams press outside of the allowed timeframe. The second (2) infraction will result in a technical foul.
 - c. If at any time during the game a team (any age division) gains a lead of 20 point or more, *NO full court pressure* will be allowed until the score differential drops below 10 points

12. The Lane
 - a. In the 8 & under division, the lane will have a 5 second restriction
 - b. In all other age divisions, the standard 3 second lane restriction applies
13. No more than three (3) coaches will be allowed on the bench at any time
14. Dunking is allowed but will follow GHSA rules. Technical will be assessed for hanging on the rim and for pre or post game dunking
15. Protest FEE
 - a. A **\$50 fee** will be charged for all protests.
 - b. Coaches and Organization Representatives wishing to protest must:
 - i. Obtain "Tournament Protest Form" from the Tournament Director
 - ii. Submit completed protest form with cash payment of protest fee to Tournament Director
 - c. Protest may only be made regarding rule infractions and player eligibility
 - d. If a protest is upheld the fee will be returned to the requester
 - e. All protest must be made within the same playing day of the game in question.
 - f. All decisions made by the Tournament Director are **final**.
16. Birth Certificates
 - a. All teams are required to have player birth certificate immediately available at all times during the tournament.
 - b. If a player's age is protested and the team in question cannot furnish a proper and legible birth certificate prior to the teams next scheduled game, that player will not be able to play in the remainder of the tournament and all games previously played with that player will be ruled a forfeit.

VI. CODE of CONDUCT

1. Player Conduct
 - a. Coaches and Organization Representatives will be held responsible for the conduct of their players and fans.
 - b. No Profane language, taunting, fighting or unruly conduct will be tolerated before, during or after games.
 - c. If a player receives a technical foul for **flagrant or unsportsmanlike conduct**, the player will be removed from the game and banned from playing in the teams **next played game**. (Forfeits do not count, the player must sit out of a live game).
 - d. If a player receives **2 flagrant** technical fouls during the course of the tournament, he/she will be **banned from the tournament entirely**.
 - e. Any player receiving a total of **three (3) technical fouls** (for any reason) during the course of the tournament will be **banned from participating** in the remainder of the tournament.
2. Coaches Conduct
 - a. If a Coach is ejected from a game for unsportsmanlike conduct he/she will not be permitted to coach in their **next played game**. (Forfeits do not count; the coach must sit out of a live game).
 - b. If a Coach receives a second ejection at any time during the tournament he/she will not be permitted to coach for the **remainder of the tournament**.
3. Cobb County Code of Conduct Policy

The Cobb County PARKS Department has adopted a general code of conduct policy for all County run athletic facilities. A copy will be posted on-site. **By entering a Cobb County facility, you have agreed to this policy.**

VII. Tie Breakers

The following procedure will be used to break a tie for seeding in a bracket when pool play games are played.

1. Two-way Tie:
 - a. Head-to-Head – If two teams are tied with identical records, the higher seed is the team that won the game when the two teams played.
 - b. Point differential – if two teams spilt their games, the team that had the lowest point differential will be awarded the higher seed.
 - c. Fewest points Allowed - If the teams had the same point differential, the team that allowed the fewest points during the pool play will be awarded the higher seed.
 - d. Most points Scored - If the teams remain tied, the team scoring the most points during the season will be awarded the higher seed.
 - e. Coin Toss - If the tie is still not broken, a coin toss will determine the higher seed.
2. Three-way Tie:
 - a. Head-to-Head - If one of the three or more teams defeated each of the other teams during the season
 - b. Point Differential – If two team spilt their games, the team that had the lowest point differential at the end of the season will be awarded the higher seed.
 - c. Fewest points Allowed - If the teams had the same point differential, the team that allowed the fewest points during the entire season will be awarded the higher seed.
 - d. Most points Scored - If the teams remain tied, the team scoring the most points during the season will be awarded the higher seed.
 - e. Coin Toss - If the tie is still not broken, a coin toss will determine the higher seed.