

2010 Tournament Rules

The Charter School Cup asks all players, coaches, and spectators to display good sportsmanship. The Tournament leaders reserve the right to ask anyone who behaves in an inappropriate manner to leave the facility. It is important to make this a wonderful experience for all that attend.

1. The Charter School Cup Basketball Tournament is for students in 8th grade or below and he/she remains no more than 15 years of age through March 31st of that school year. Students who are 16 prior to March 31st are ineligible to play.
2. Coaches and chaperones are responsible for their players at all times. All players should be supervised when inside the facility. Coaches and chaperones should be aware of their players behavior and not let players wander around the building. We are not using our own facility and need to be respectful and very thankful for the use of the Rockingham Athletic Club. CDCPS is not responsible for lost or missing items.
3. Any coach, player, or those associated with the school who engage in rude/threatening behavior or damage school property will be banned from the site and will result in team forfeiture from the tournament.
4. Game Officials will have final decision in any game circumstance in guidance with tournament officials.
5. Uniforms must consist of shirts with numbers and are a like color. Shirts worn under uniforms should be the same color. Sneakers should be non-marking. NO Jewelry should be worn during games. Any uniform violations is 2 technical fouls and will result in two foul shots at the beginning of each half.
6. Rosters must be finalized 1 week prior to tournament.
7. All players must wear mouth guards at all times when on the court for the safety of all players. If a mouthpiece is not worn, it is a technical foul on the violating player resulting in 2 foul shots. If a player re-enters without a mouthpiece, the player receives another technical foul and is ejected from that game and may not play in the following game. If a team does not have mouth pieces, a technical foul is called on each player and if not remedied, the game is forfeited.
8. Lateness Rule- Any team late by more than 5 minutes for any game will result in the clock beginning and 2 foul shots taken every minute until the team arrives.
9. Only coaches and players on the original roster sheet are allowed on benches. Roster changes must be made one week prior before their first game. Changes cannot be made on game day. Any team that violates this rule will result first with a technical foul, the player not allowed to play, and if not remedied game is forfeited.
10. Jump balls will begin the game and any overtime periods. An alternating possession arrow will be used at all times.
11. All defenses are allowed on all days of the tournament
12. Teams must check players in during games at the scoring table. Players not at a scoring table prior to substitution will not be allowed in until the next dead ball.
13. All games will consist of two 14 minute halves of running time. Time will only be stopped on timeouts and injuries. The clock will run in all out of bound situations unless under two minutes in the second half (FINAL TWO MINUTES OF SECOND HALF IS STOP TIME). Half time will last 1 to 5 minutes at the discretion of the tournament leaders. There will be one overtime period of two minutes on Saturday games. On Sunday, overtime periods will be two minutes long with 1 minute between overtime periods until there is a winner. Overtimes are two minutes of stop time.
14. Each team is allowed two (2) 30 second time outs per-half. Timeouts do not carry over. Teams receive one additional timeout in overtime.
15. Any player with five (5) fouls in a game is disqualified from that game. Any player or coach who receives two (2) technical fouls in a game will leave the bench and not be allowed on the bench for their team's next game. Teams will shot one-and-one after seven (7) team fouls. Teams will be over the limit with ten (10) teams fouls an will result in two (2) free throws for the remainder of time in the half or game.
16. Running up the score is forbidden. Coaches should keep scores respectable and call off pressure if a team falls behind by more than 15 points or at referees discretion. If a team continues to run up after warning from tournament official or game official, game may be forfeited.
17. Any rule not listed here will be in accordance with NFB or MIAA regulations.

TOURNAMENT REMINDERS

MOUThPIECES

All players must wear mouthpieces at all times when on the court.

BENCH RULE

Only players and coaches on original rosters are allowed on the benches during games. Coaches badges will be supplied and should be worn by staff.

LATENESS RULE

Any team late by more than 5 minutes for their game will result in game clock starting and present team taking technical free throws every minute until team arrives or half ends.

WARM UP RULE

Teams should supply own warm-up ball. Game ball must remain at scoring table.

MEDICAL SUPPLIES

Teams are required to have basic medical kit with them during games for minor injuries that occur during game play.

Fans Code of Conduct

We expect all spectators at our contests to be respectful of players, coaches, officials, and other spectators. Fans are encouraged to applaud the efforts of their team and should not engage in any behavior that is critical, distracting, or derogatory toward opponents or officials. CSC officials will not permit any behavior that detracts from the proper conduct of the game. Those responsible will be asked to leave and not allowed back into the facilities for the weekend.