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First Coast Games

BASKETBALL TOURNAMENT DETAILS

Tournament: April 15th – April 19th 6:30PM Winston Y / Williams Y

Location: Winston Family YMCA | 221 Riverside Avenue, Jacksonville, FL 32202

Event Director: Devone Landers / 904.355.1436 / dlanders@firstcoastymca.org

Location: Williams YMCA | 10415 San Jose Blvd, Jacksonville, FL 32257

Event Director: Travis Newsom / 904.292.1660 / tnewsom@fcymca.org

Event Format: Competitive and Recreational Pool Play / Single Elimination
Tournament

ROSTERS

Each team will have four (4) players; at least one (1) female must be on the court at all times. **Each team may have a maximum of 15 players on a roster.**

Before the beginning of the game it is the team captain's responsibility to check in with the scorekeeper to tell them each player's name and corresponding number. All players must sign a First Coast Games waiver to be eligible to play.

UNIFORMS

All teams will be required to wear the First Coast Games t-shirt that is provided. The team listed at the top of the tournament bracket will be designated the home team.

There is no rule on the color of shorts. Shorts must be an appropriate length and must be worn properly. It is the tournament director's discretion to hold a player out of a game for inappropriate uniforms.

COACHES

Each team is allowed to have one person not in uniform in the bench area. That individual is not eligible to play in the game and must remain in the coach's box during play. That individual may be assessed a technical foul if their behavior warrants one.

EVENT RULES

Any rule not mentioned in the following will be governed by National Federation of State High School Association rules.

PLAYERS AND SUBSTITUTIONS

1. Each team shall consist of four (4) players. **There must be at least one female on the court at all times. A roster may have a maximum of fifteen (15) players.**

2. In the event that a team forfeits, the opposing team must have at least four players checked in with the scorekeeper to receive a win.

3. One person out of uniform may be in the bench area as the designated head coach. Spectators, injured or inactive players are not permitted in a team's bench area.

LENGTH OF GAME AND TIMING

1. There will be two 20-minute halves of continuous running time. The clock stops for timeouts or official timeouts (e.g. for injuries or retrieving a ball). Clock is not stopped for violations. **Exception: During the last two minutes of the second half, the clock will be stopped for all dead ball situations (e.g., violations, turnovers, timeouts, fouls, etc.).**

2. There will be a one-minute overtime period. Clock stops on all dead ball situations. Overtime will start with a jump ball. If multiple overtime periods are necessary, there will be a one-minute break between overtime periods. Overtime will be repeated until a winner is declared. All fouls carry over to overtime.

3. If a team is leading by 20 points or more in the final two minutes of the game, the mercy rule will be put into effect and the game will be over. If a team is leading by 40 points or more at any point in the game the mercy rule will be put into effect and the game will be over.

TIMEOUTS

Each team will have four (4) 60-second timeouts in regulation (two (2) per half). One 30-second timeout per overtime period is allowed. Timeouts from regulation play do not carry over into the overtime.

FOULS

1. A player shall be allowed five (5) personal fouls per game. On the fifth personal, that player shall be removed from the game.

2. If there are no remaining substitutes of a gender after a player commits their fifth personal foul, the last disqualified player may remain in the game.

However, each subsequent foul that player commits will result in two free throws and the fouled team will retain possession of the ball.

3. A flagrant foul is a foul of a violent or savage nature that displays unacceptable conduct. If a flagrant foul occurs, the player is ejected from the game.

4. A technical foul is a foul by a non-player, a non-contact foul by a player; an intentional or flagrant contact foul while the ball is dead. Two technical fouls against

a player or coach result in immediate ejection of that person from the game. **Three cumulative technical fouls over the course of the tournament may result in that player being ejected from the tournament.**

The tournament director will review behavior of any player that accumulates three technical fouls during the tournament.

FREE THROWS

1. A player will receive the one-and-one bonus after the offending team has accumulated seven (7) team fouls in a half. This rule applies to all fouls except shooting, player control, technical, intentional or flagrant. On the tenth foul and thereafter the opposing team will shoot two free throws for all fouls except player control. Should the tenth foul be committed on a female, she will shoot three free throws.
2. Players will be allowed two free throws and possession of the ball for all technical, intentional or flagrant fouls; females will be allowed three free throws.

COED RULES

1. Scoring will be kept as follows: 3 points will be awarded when a female makes a shot. Two points will be awarded when a male makes a shot.
Note: There are 3 pointers. (Girls will be worth 4 points)
2. All free throws, regardless of gender, are worth one point. **However, females will receive the number of free throws that the attempted shot was worth.** Therefore, a female fouled in the act of shooting will receive three free throws worth one point each; a male would receive two free throws worth one point each.
3. There is no restriction against men entering the lane in this competition.