



Annual Aurora Youth Basketball Tournament Rules

Tournament Guidelines

1. **Entry Fee:** \$210 per team. Checks made out to City of Aurora. (129 West Pioneer Tr. Aurora, OH 44202)
2. **Format:** The tournament will be conducted by pool play in all divisions. The number of playoff teams from each pool will be as follows: 3 team pools= 3 teams, 4 team pools = 2 teams, 5 team pools = 3 teams. For age groups with two pools, the pool A winner will play the pool B second place and the pool B winner will play pool A second place team in a semi-finals and final format. If a 5th and/or 6th team are included, then winners of each pool may receive a bye for the first round. For age groups with three pools, the pool winners will be seeded #1 - #3 and the pool runner-ups will be seeded #4 - #6 based on total points scored against. Every team is guaranteed three games.

Ties in pool play will be decided by:

- 1) Head to head record.
- 2) Average total points given up in pool play games.
- 3) Average total points scored in pool play games.

3. **Locations:** (see enclosed map)
Harmon Middle, Leighton Elementary, and Aurora High School main and auxiliary gyms.
4. **Dates and Times:** Wednesday, Feb. 6 – Sunday, Feb. 10, 2019
Girls: 4th grade, 5th grade, 6th grade
Boys: 4th grade, 5th grade, 6th grade
5. **Trophies and Awards:** Age division champions and runners-up will receive a team trophy and up to 12 individual trophies.
6. **Admission:** Spectators will be required to pay admissions. Cost of admissions is currently being discussed and will be available before the tournament.
7. **Rosters:** Teams are limited to 12 players on the roster and no more than three coaches are allowed on the bench. Players may not be added to a team's roster after the first game begins. Coaches must enter their line-up 15 minutes prior to the start of their game into the official scorebook at the scorer's table. There are no restrictions on playing time for players.
8. **Eligibility:** Players must live within the same city or attend the city's **public** schools. Players must be in the grade or a grade below of the division that their team is entered.

9. **Insurance:** Each participant in this tournament shall be covered by his/her own insurance.
10. **Uniforms:** All team members should have matching shirts with a clearly visible number on the front and/or back of jersey. The team listed first is the home team, and the visitors must change jersey colors or wear a pinney if both teams have similar colors.
11. **Arrival Time:** Participating teams should report to designated school 30 minutes prior to their scheduled game time. All players not playing but on the roster should be listed at the bottom of the scorebook players' column.
12. **Warm-up:** Each team will have a minimum of five (5) minutes to warm-up on the court prior to their game.
13. **Officials:** Tournament officials will be O.H.S.A.A. licensed officials. In the event an official is unable to officiate the gym director will choose a replacement or the game will be played with one official. Officials will be assigned by an official's assignor for all games. The Aurora Parks and Recreation Department has no control over who is assigned to officiate.

Playing Rules

1. General Rules

- A. O.H.S.A.A. rules will be followed except where specifically noted.
- B. The decision of the gym supervisor or tournament director is final if an appeal of the rules is made.

2. Time Keeping

- A. Games will consist of four seven minute quarters with a running clock until the last minute of each quarter and overtime when the clock will stop on each officials whistle. If a team is ahead by 15 points in the 2nd half the clock will continue to run during the last minute of the remaining quarters. All divisions will have the following exceptions:
 - The clock will stop for foul shots.
 - The clock will stop during time-outs.
 - The clock will stop when requested by the referees, scorekeeper, or gym director.
 - The clock will stop for injuries.
- B. The scorer's time clock is official and final. Quarters and games will end on the scoreboard horn. There will be a 5 minute halftime.
- C. If a game is tied at the end of regulation in pool play, a maximum of two - 2 minute overtime periods will be played. If still tied after the second overtime a "sudden death" format where the first team to score wins. All team fouls, and personal fouls, will carry over to overtime. Each team will receive one timeout in each overtime; unused timeouts do not carry over.
- D. If a game is tied at the end of regulation in the playoff tournament a 2 minute overtime period(s) will be played until a winner is determined. All team fouls, and personal fouls, will carry over to overtime. Each team will receive one timeout in each overtime; unused timeouts do not carry over.

3. Ball Size and Basket Height

Intermediate/Women's 28.5 ball and 10 foot basket height will be used for all divisions.

4. **Free Throws**

The free throw line will be the regulation 15 feet, except for 4th grade division which will have a free throw line of 13 feet. Players may not jump over the line at anytime on their attempt.

5. **Fouls**

- A. Players foul out on their fifth foul in a game. Team Bonus: 7th team foul = 1 & 1, 10th team foul = 2 shots.
- B. Team fouls in the second half carry over into overtime.
- C. The scorer's tabulation of individual and team fouls is official and final.

6. **Timeouts**

- A. Each team will receive three 1-minute time-outs that can be used any time during the game. Unused time-outs do not carry over into overtime.
- B. Each team will receive one - one-minute time-out in each overtime period.
- C. The scorer's tabulation of timeouts is official and final, and the scorer will time the length of each time-out.

7. **Defense**

- A. Man to man and zone defenses may be used in any quarter for grades 5 & 6. Man to man defense must be used in the first half for grade 4. In the second half a zone defense may be used.
- B. Full court pressing may be used in the 4th grade division in the 4th quarter only.
- C. Full court pressing may be used in the 5-6th division in the second half only.
- D. A team up by 15 points or more may not press full court or steal the ball from the offensive team once they have control of the ball in the backcourt. The defense may pick up the offensive players at half court. The first team violation of any pressing rule shall result in a warning. Subsequent violations will result in a technical foul.

8. **Offense**

Possession in the backcourt will be established when the offensive player has control of the ball with two hands.

9. **Bench Conduct**

- A. Only members of the team and coaching staff (maximum of three coaches) shall be on the bench during play.
- B. A member of the coaching staff must request substitutions. Players about to enter the game shall be seated next to the scorer's table and wait for the scorer or referee to signal them into the game.
- C. Coaches, parents and players are expected to behave in accordance with OHSAA standards. Players, coaches, or spectators may be asked to leave the gym by the gym director or an official (without a refund) for any violation of OHSAA rules.
- D. Any coach, spectator, or player who is ejected from a game may not attend that team's next tournament game.