

Redondo Beach Youth Basketball Tournament Classic

Rules and Regulations

The following regulations apply to all divisions:

- 1. All teams must be prepared to show proof of GRADE and AGE for players to be eligible.**
- 2. Teams must arrive at least ten (10) minutes prior to their scheduled playing time, or a forfeit may be called.**
- 3. A team may start a game with 4 players.**
- 4. A player cannot be on more than one roster in the tournament, unless otherwise approved prior to the start of the tournament.**
- 5. It is the responsibility of each individual team to control the behavior of their fans. Any player, parent or coach who demonstrates unsportsmanlike conduct of any kind before, during, or after a game will result in a warning to the team, up to and including forfeiture. Additional warnings may lead to a team disqualification from the tournament. This will be strictly at the discretion of the Tournament Officials.**
- 6. Any player, coach, parent or fan that is ejected from a game is suspended for their team's next game. All ejections must be reported immediately following the game to the tournament officials.**
- 7. Coaches must stand within their respective coach's box. Any failure to do so will result in a technical foul call. Any coach who receives a technical foul during the game must remain seated for the remainder of the game.**
- 8. Only one coach may stand at any time during the game.**
- 9. Coaches may not approach the scorer's table for any reason during the game.**
- 10. When making substitutions, players need to report to the scorer's table, kneel down and wait for the official's signal to enter the game.**
- 11. Players, who are not playing in the immediate game, may not be on the gym court for any reasons.**
- 12. Please exit the court immediately following your respective game so the next team may prepare for their game.**

13. GAME RULES

- 1. Four (4) Ten minute quarters, running clock, except the last two (2) minutes of the 4th quarter will be stop clock mode.**
- 2. Overtime will be two (2) minutes in the stop clock mode.**
- 3. Any time a game has a greater than 15 point differential; the last two minutes of the 4th quarter will be a running clock, unless the differential drops to 10 points or less.**
- 4. Two (2) time-outs per half. Timeouts do not carry over.**
- 5. One (1) time-out per overtime. Timeouts do not carry over.**
- 6. Players are disqualified on their 5th personal foul.**
- 7. Teams will shoot one and one on the 7th team foul per half. Two shots on the 10th team foul per each half.**

- ⇒ Tournament Officials have the last word on any ruling during the tournament.**
- ⇒ No refunds will be granted for any reason.**