



2019 SPRING EXTRAVAGANZA INVITATIONAL RULES & INFORMATION



TOURNAMENT HEADQUARTERS:

• Homestead High School – 5000 W Mequon Rd, Mequon, WI 53092

• All schedules and brackets will be kept at the Headquarters each day.

• Check-In is ONLY at the tournament headquarters.

• Headquarters Schedule

Friday April 26, 2019 – 6:00 p.m. to 10:00 p.m. (Note – Doors open to general public at 5:30 p.m.)

Saturday April 27, 2019 – 8:00 a.m. to 9:00 p.m. (Note – Doors open to general public at 7:30 a.m.)

Sunday April 28, 2019 – 8:00 a.m. to 4:00 p.m. (Note – Doors open to general public at 7:30 a.m.)

SPRING EXTRAVAGANZA UPDATES:

• Event results will be posted online at NY2LASPORTS.COM between 11 p.m. and midnight (CST) at the end of each night.

• Please also follow us on Twitter @NY2LASPORTSLIVE for updates and releases.

TEAM CHECK-IN:

• All teams must check-in prior to their first scheduled game at Homestead H.S. (i.e. Tournament Headquarters). Only coaches need to check their teams in. Players ARE NOT ALLOWED to be present at team check-in.

NO ON-SITE PLAYER/COACH ADDITIONS WILL BE MADE.

• Check-in will start promptly at 4:45 p.m. on Friday April 26th, 2019. **NOTE: NO PLAYERS ARE ALLOWED AT CHECK-IN. NO PLAYERS WILL BE ALLOWED INTO THE FACILITY UNTIL 5:30 P.M. ON FRIDAY APRIL 26th, 2019.**

• Games will begin Friday April 26th at 6:00 p.m. and 8:00 a.m. each day thereafter.

• **THERE IS A MAXIMUM OF 3 COACHES ALLOWED PER TEAM. ALL COACHES MUST BE NCAA CERTIFIED.**

• **ALL COACHES MUST BE NCAA CERTIFIED to be on the sidelines and/or benches for an April “Live” event. (No Exceptions)**

• All coaches (Both head coach and assistant coaches) must check-in personally at the headquarters to receive their tournament pass. A government issued photo ID is required at check-in.

WAIVER/RELEASE:

WAIVER/RELEASE FORMS MUST BE ON FILE FOR EVERY PLAYER ON EVERY TEAM TO PARTICIPATE IN THE TOURNAMENT.

NO TEAM OR PLAYER WILL BE ALLOWED TO PARTICIPATE WITHOUT A COMPLETE WAIVER/RELEASE FORM ON FILE (I.E. PAGE 1 AND PAGE 4 OF THE REGISTRATION FORM).

SCHEDULING:

The game time will also be the forfeit time. Please arrive at least 45 minutes ahead of scheduled game time to avoid any problems. **The tournament director has final decision making authority on all tournament matters including, but not limited to, forfeits.**

Due to NCAA certified event time restrictions, we will start games 5-10 minutes early when possible so as to ensure the event runs in a timely fashion. As such, your cooperation in being at your court at least 45 minutes ahead of your scheduled game time is greatly appreciated.

ROSTERS:

Rosters will be locked on Monday April 22nd, 2019 at 5 p.m. CST. **THERE WILL BE NO ON-SITE PLAYER ADDITIONS.**

TROPHIES:

• We will present team trophies to all first and second place teams in each division.



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PRINTED ROSTERS FOR SCOREKEEPERS:

EACH TEAM IS RESPONSIBLE FOR PROVIDING (2) ACCURATE TYPED ROSTERS TO THE SCOREKEEPERS BEFORE EACH GAME (NOTE: ROSTERS CAN BE PICKED UP AFTER THE GAME). THE ROSTERS HAVE TO MATCH THE INFORMATION THAT WAS PROVIDED IN THE NCAA SYSTEM. ANY TEAM THAT DOES NOT PROVIDE A COMPLETE AND ACCURATE ROSTER WILL BE ASSESSED A TECHNICAL FOUL FOR EACH PLAYER THAT IS NOT CORRECT. THE ROSTERS SHOULD INCLUDE TEAM NAME, AGE GROUP, JERSEY NO(S), FIRST NAME, AND LAST NAME OF EACH PLAYER ON THE ROSTER.

ADMISSION:

- There will be a daily admission charge each day for all spectators.
- Doors will open at 5:30 p.m. on Friday April 26th; 7:30 a.m. on Saturday April 27th and 7:30 am on Sunday April 28th.
- Any player, coach, assistant found giving their pass to others will be disqualified from the tournament for the duration of the event.
- No coach, assistant, or player will be allowed inside the venue without presenting their pass for the tournament.
- For the convenience of the staff and everyone involved, please maintain possession of these passes and present them at the door without dispute, frustration, or any attitude. It takes a lot of people giving up their time to help with these events. Out of respect for those efforts and to help ensure that the tournament runs as smooth as possible without issue, confrontation, or any other negative situation, please cooperate with these requests. Your cooperation is greatly appreciated.

PROOF OF AGE:

For all teams, bring proof of age/grade of all players with you to the tournament and for every scheduled game. This is extremely important. In the event of a protest, absence of such proof will be immediate grounds for disqualification. **The tournament director shall make the final decision in regards to any protest.** Proof of age includes birth certificates and photographs with report cards. Should a protest be argued regarding eligibility of a player and said items not provided, we will have no choice but to remove that player from the team's roster and the team will forfeit all games played up to that point.

AGE/GRADE QUALIFICATIONS:

- Players must meet either the age or grade qualification for the division. For example, in the 15U/9th grade boys division, players must be 15 years old or younger as of September 1, 2019 or be in the 9th grade to participate.
- There is no limit to the number of players meeting either qualification. However, players meeting the grade qualification cannot be more than 1 year over age for the division.
- If a team is found to have an illegal player (over age), they will receive losses for all games played involving that player and possibly be disqualified from the tournament. The player in question will not be allowed to play. Please do not subject yourself, your program, or your players to any embarrassment by playing illegal players. We understand the competitive nature of these events but also realize that these are still kids and we want everyone to enjoy themselves in a competitive nature, without any extra advantages being attempted.
- For all teams, no matter the division, bring proof of age/grade of all of your players with you at the tournament. This is extremely important.

NO SWITCHING TEAMS:

A PLAYER CAN ONLY PLAY ON ONE TEAM DURING THE ENTIRE EVENT. If a team loses a player that player cannot switch to another team still participating. All players participating in league/pool/bracket play must be on that team's original roster.

DISPUTES: The tournament director will have final say regarding any disputes.



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CODE OF CONDUCT:

NO FIGHTING RULE:

Any player or coach involved in a physical altercation/fight at any time, on or off the court, will be ejected from the event. Further, any player that leaves the bench during an altercation/fight will be ejected from the game and will be suspended from the event. In the event a player/coach leaves the bench and participates in any fashion in an altercation/fight, that player/coach will be ejected from the event.

NO STEALING RULE:

ANY PLAYER/COACH CAUGHT STEALING WILL BE IMMEDIATELY EJECTED FROM THE TOURNAMENT AND WILL BE PROSECUTED TO THE FULLEST EXTENT OF THE LAW. THE TEAM PLAYER/COACH IS ON OR A PART OF THE WILL BE SUBJECT TO EJECTION FROM THE REMAINDER OF THE TOURNAMENT.

NO PROFANITY/CURSING:

This pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but uttered out of frustration. Officials have discretion to issue a technical foul in this instance against the offending player or coach. A second violation in a game will result in ejection and a possible suspension from one or more games. Any spectator or parent using foul language will be issued (1) warning by the staff followed by an ejection from the game and/or session without any refund.

PARENT/SPECTATOR RULE:

ALL TEAMS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR PARENTS AND SPECTATORS. IF ANY CURSING, ARGUING, FIGHTING, ETC. OR OTHER TYPES OF DISRESPECTFUL BEHAVIOR OCCURS THROUGH ACTIONS AND/OR ANY FORM OF COMMUNICATION, THE PARENT/SPECTATOR MAY/WILL NOT BE PERMITTED INTO THE EVENT OR THEY WILL BE ESCORTED FROM THE FACILITY. FUTURE, AS A RESULT OF SAID BEHAVIOR THEIR SON MAY NOT BE PERMITTED TO PARTICIPATE IN AND/OR PLAY IN THE TOURNAMENT SO AS TO PREVENT SAID PARENT FROM ACCESS INTO THE FACILITY OR EVENT. HEAD COACHES WILL BE ASKED TO CONTROL THEIR PARENT/SPECTATOR(S) BEHAVIOR PRIOR TO AND DURING THE EVENT. IN THE EVENT THEY CHOOSE NOT TO OR A PARENT/SPECTATOR REFUSES TO ACT OR COMMUNICATE IN AN APPROPRIATE MANNER, THE ACTIONS MENTIONED HEREIN MAY BE TAKEN, THE TEAM MAY BE REMOVED FROM THE TOURNAMENT, AND/OR A FORFEIT MAY BE AWARDED TO THE OPPOSING TEAM SUBJECT TO THE DISCRETION OF THE TOURNAMENT DIRECTOR.

- No alcohol, drugs, smoking or pornographic materials are permitted on the facility/school grounds at any time. Also, no gambling is allowed at any site. Anyone caught gambling will be ejected from the tournament.
- Anyone defacing or damaging property of the school and/or facility at any time will be automatically ejected from the tournament and held liable for all costs.
- All protests must go through the on-site supervisor. If anyone believes any of these rules are being violated by anyone they may contact the on-site supervisor. Said supervisor will investigate all complaints received and will take appropriate action, which could include expulsion from the tournament.
- **NY2LA SPORTS IS NOT RESPONSIBLE FOR LOST AND/OR STOLEN ITEMS.**
- All valuables should be locked away or put into one locked bag by the head coach for game purposes. We also recommend that you continue to reinforce to your players and kids the need to zip their bags up completely and put under the benches for each of your games.
- No cursing, foul language, fighting, physical violence, unsportsmanlike conduct, berating of fans, players, officials, or staff will be tolerated. Anyone breaking the rules faces a technical foul for their team and possible ejection and suspension from the tournament. Any person found engaging in any of these activities with players, coaches, fans, officials, or event staff will be removed from the premises for the duration of the tournament without refund.

THE TOURNAMENT DIRECTOR HAS FINAL SAY REGARDING ALL TOURNAMENT MATTERS



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GAME PLAY RULES

NCAA requirements for an April "Live" period events are in effect along with the playing rules stated herein. Further, the Official Playing Rules will be the National Federation of State High School rules for the current year with the following modifications:

PRINTED ROSTERS: EACH TEAM IS RESPONSIBLE FOR PROVIDING (2) ACCURATE TYPED ROSTERS TO THE SCOREKEEPERS BEFORE EACH GAME (NOTE: ROSTERS CAN BE PICKED UP AFTER THE GAME). **THE ROSTERS HAVE TO MATCH THE INFORMATION THAT WAS PROVIDED IN THE NCAA SYSTEM BY THE DEADLINE.** ANY TEAM THAT DOES NOT PROVIDE A COMPLETE AND ACCURATE ROSTER WILL BE ASSESSED A TECHNICAL FOUL FOR EACH PLAYER THAT IS NOT CORRECT. THE ROSTERS SHOULD INCLUDE TEAM NAME, AGE GROUP, JERSEY NO(S), FIRST NAME, AND LAST NAME OF EACH PLAYER ON THE ROSTER.

NO DUNKING RULE: Absolutely no dunking in warm-ups. A warning will be issued for the 1st violation and a technical foul will be called for each additional violation.

WARM-UP: 3 minutes of warm-up in between games (subject to change), 1 minute halftimes (subject to change)

GAME LENGTH: There will be two 15 minute halves per game (Note: game length is subject to change if needed to adhere to NCAA time restrictions for NCAA Certified events).

GAME PLAY: Stop clock on all dead balls

FOULS: Note: A player fouls out on his 5th personal foul

BONUS: At the 7th team foul in a half, the opposing team shoots 1&1. No Double Bonus

FREE THROWS: The ball becomes live on the release

TECHNICAL FOULS: The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.

TIME-OUTS: All teams will have two (2) full length time-outs and two (2):30 second time-outs per game. No carryovers.

OVERTIME: Overtime is 2 minutes in length. Each team has (1) 30 second timeout with no carry-overs. Clock runs until the last 30 seconds of overtime where it is then a stopped clock. 3rd overtime is sudden death.

RUNNING CLOCK: In games where a team is ahead by 20 points or more in the second half, the clock will continue to run

MERCY RULE: If a team is ahead by 20 points or more with 3 minutes or less left in the second half of a game, the game will be called.

DELAY OF GAME: First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.

SCHEDULING/GAME TIME: Due to NCAA certified event time restrictions, we will start games 5-10 minutes early when possible so as to ensure the event runs in a timely fashion. As such, being at your court at least 45 minutes ahead of your scheduled game time is required and your cooperation is greatly appreciated.



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GAME PLAY RULES CONT...

BENCH RULES/DRESS CODE:

- A maximum of 3 coaches with valid NCAA Certification and players are allowed bench access. Only 1 coach may be standing at a time. All coaches are required to dress in a professional manner. Coaches will not be permitted to wear hats, ear pieces, headsets, flip flops, etc. A team shirt/polo or an NY2LA Sport shirt is preferred.
- All coaches are required to stay inside the designated coaching box. The first violation shall result in a warning. Subject to the discretion of the referee(s), any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.
- Only NCAA Certified coaches and players listed on the roster for a given team are allowed on the bench for that team during the game. If a referee or an NY2LA Sports staff asks that an individual leave the bench and/or area and that individual refuses to, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, a forfeit will be awarded to the opposing team **subject to the discretion of the Tournament Director.**
- Only players on that team, not the program, are permitted to be on the bench during a game.

SPORTSMANSHIP:

- No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament. Any coach or player leaving the bench during an altercation or coming off the bench to fight is immediately suspended for the remainder of the tournament.
- Coaches will be ejected on their 2nd technical and must leave the building. Any behavior, deemed by the director, that puts the well-being of any player, coach, official, volunteer or spectator in danger will result in your team being dismissed without a refund.

CLEAN-UP: Teams are responsible for keeping a clean bench. All water cups/bottles need to be cleared at the end of each game.

BASKETBALL SIZES: Regulation sized ball is used for all divisions.

UNIFORMS: The team listed second and/or on the bottom of the bracket is the home team and will wear the light/white color.

FORFEITS: The game time will also be the forfeit time.

ONLY THE TOURNAMENT DIRECTOR HAS THE DISCRETION TO DECLARE A FORFEIT.



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PLAYOFF SEEDING:

- Seeding from each pool will be determined by win-loss record in pool play. There is a maximum of +15 for a win in pool and -15 for a loss in pool. All games in pool are included in figuring point system. (1) In case of a tie, head to head is the first tie breaker. (2) In case teams are still tied, the team with the highest +/- points differential will determine the higher seed. (3) In case teams are still tied, the least amount of points allowed in pool play will determine the higher seed. (4) In those instances where the teams are still tied, a coin toss will determine the higher seed.
- In a case where there is a 3-way tie, we will first determine who the number 1 seed is in the pool by utilizing the tie breaker analysis above. After we identify who the number 1 seed is, we will then determine who the number 2 seed is from a pool by using the tie breaker analysis above starting again with head to head being the first tie breaker.
- At the end of pool play, check brackets at your gym or at the Headquarters for seeding. Please make sure to come by and check your time, in case of changes!!
- You are responsible for knowing where and when your team plays.