

## Westside Classic Rules 2014

1. All games will be played in two halves:

4th Grade Division 12 minutes

5th Grade Division 12 minutes

6th Grade Division 12 minutes

7th Grade Division 14 minutes

8th Grade Division 14 minutes

High School Divisions 16 minutes

2. Halftime shall be no longer than 5 minutes. A minimum five minute pre-game warm up will be given provided games are on schedule. No game will start before its scheduled time unless agreed to by both coaches. Overtime period will be two minutes.

3. A player will be disqualified after committing a 5th personal foul (technical fouls are included).

4. The one plus one team bonus foul shot will commence on the tenth (10th) team foul in each half. Two-shot fouls will be awarded for shooting, flagrant and technical fouls only.

5. Total of (3) time-outs per game will be allowed to each team. One (1) additional time-out per team will be awarded for each overtime period. Time-outs from regulation do not carry over to overtime periods.

6. Regulation sized basketballs will be used for boys 8th grade division through High School Division. All other divisions in boys and girls competition will use 28.5 basketball.

7. Two (2) Technical fouls during a game on any player, coach, or team representative will result in their disqualification for the rest of the game.

8. The clock will be stopped on all whistles. Not a continuous clock. Exception: If a team is trailing by 20 or more points in the second half the clock will become continuous the clock will stop for timeouts only.

9. Each team is responsible for their warm-up and game balls and/or any other items brought to the game. The tournament sponsors or their representatives are not responsible for lost items.

10. This is an open roster tournament; a team may add a player at any time during the tournament as long as that player has not played for any other team in that age/grade division.

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### Tie breaker for play-offs

1. Head to Head
2. Point differential...Maximum 15 points. (Forfeits are scored at 15-0) Point differential calculation is based solely on the games between the tied teams. In the event of a three-way tie for first, point differential will be used to establish the pool winner. The runner-up position will then be determined by head to head between the remaining two teams. In the event of a three way tie for the runner-up position, point differential will be used to establish the runner-up in the pool.
3. Defensive Point System- If 3 teams remain tied after the above tie breakers the team with the lowest total points allowed will advance. The remaining teams will revert back to tie breaker #1

### Eligibility:

The Make It Rain Shootout is a grade based tournament with age parameters. Proof of eligibility (birth certificate) must be produced in the event of a protest. A player may only play for one team per age/grade division. A player may compete at a level below his grade if his birth date conforms to the following guidelines:

### Eligibility by Grade Level

#### Grade Levels

##### **3rd Grade Level**

A player must be in the 3rd grade or under as of October 1, 2012 and cannot turn 11 prior to September 1, 2013

##### **4th Grade Level**

A player must be in the 4th grade or under as of October 1, 2012 and cannot turn 12 prior to September 1, 2013.

##### **5th Grade Level**

A player must be in the 5th grade or under as of October 1, 2012 and cannot turn 13 prior to September 1, 2013.

##### **6th Grade Level**

A player must be in the 6th grade or under as of October 1, 2012 and cannot turn 14 prior to September 1, 2013.

##### **7th Grade Level**

A player must be in the 7th grade or under as of October 1, 2012 and cannot turn 15 prior to September 1, 2013.

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### 8th Grade Level

A player must be in the 8th grade or under as of October 1, 2012 and cannot turn 16 prior to September 1, 2013.

### 9th Grade Level

A player must be in the 9th grade or under as of October 1, 2012 and cannot turn 17 prior to September 1, 2013.

### 10th Grade Level

A player must be in the 10th grade or under as of October 1, 2012 and cannot turn 18 prior to September 1, 2013.

### 11th Grade Level

A player must be in the 11th grade or under as of October 1, 2012 and cannot turn 19 prior to September 1, 2013.

### 12th Grade Level

A player must be in the 12th grade or under as of October 1, 2012 and cannot turn 20 prior to September 1, 2013

Note: If a player exceeds an age limit for any grade level, that player must play at the next highest grade level in which their age meets the requirement.

## AGE EXCEPTIONS TO PLAY DOWN A GRADE LEVEL

<b>Grade as of October 1, 2012</b>	<b>Requested Grade</b>	<b>Birthdate Requirements</b>
4th Grade 3rd Grade	Born on or after	September 1, 2001
5th Grade 4th Grade	Born on or after	September 1, 2000
6th Grade 5th Grade	Born on or after	September 1, 1999
7th Grade 6th Grade	Born on or after	September 1, 1998
8th Grade 7th Grade	Born on or after	September 1, 1997
9th Grade 8th Grade	Born on or after	September 1, 1996
10th Grade 9th Grade	Born on or after	September 1, 1995
11th Grade 10th Grade	Born on or after	September 1, 1994
12th Grade 11th Grade	Born on or after	September 1, 1993

Eligibility Protests: All protest must be filed in writing, accompanied by a \$100.00 protest fee (refundable if protest is upheld) with the District Director PRIOR to protested game. If protest is valid, the protested team forfeits all previous games. District director's ruling on protest is final.