

## **Greater Vernon Alumni Basketball Tournament Rules and Regulations (2018)**

### **Spirit Award**

1. Up to 16 teams shall have the opportunity to participate in the Alumni Tournament.
2. Proceeds of the tournament will be divided by representative schools of the top three (3) teams in the men's competitive division; scholarships will be awarded to a student from the winner of the spirit prize, winner of the men's recreational division, and the winner of the ladies' mini-tournament.
3. Each Team shall be composed of Alumni from a singular SD22 High School or PVSS (Armstrong) or SASS (Salmon Arm) or George Elliott (Lake Country). That Team will represent their former school in the tournament.
  - a. Non-alumni are not permitted to participate. Exceptions will be considered on a case by case basis by tournament organizers — but priority **MUST** be given to alumni. **The skills of the non-alumni that are permitted to participate in the tournament should be representative the median abilities of the rest of the players on the team (no ringers).**
4. Alumni players on each Team must have attended the school they represent.
5. Each Team must have at least six (6) players, and no more than twelve (12)
6. There will be room for at least two (2) teams from each school.
7. Teams must be registered before a predetermined time to be eligible for the Early Bird registration. Regular registration will commence after this time.
8. All teams must pay 100% registration fee upon submission. Fees are non-refundable.
9. Registration fees are tiered to favour any High School participation. Men's Team \$500 and Early Bird \$400; Men's Single \$40; High School Sr. Boys Team \$150 (note: not open to junior or grade 8 boys basketball); Women's Team \$150; Women's Single \$20.
10. Player Ejection. Any player (or fan of team) who is ejected from a game by a game official or the Site Director will not be allowed to participate in the next scheduled game for that team. Multiple game ejections may result in additional suspension or corrective action — to be determined by tournament organizers on an ad hoc basis.
11. Non-participation. If a registered team does not have 5 players at game time, they will forfeit that game.
12. Teams unable to field 5 players at game time may not pick up players from other teams. If players from other teams are utilized so the game can be played the result of the match will be inconsequential; it will still be counted as a forfeit by the offending team.
13. Behavior Standards. Inappropriate behavior will not be tolerated. Team captain(s) are held responsible for the conduct of the team's players, fans on and off the court and must promote the best sportsmanship, win or lose. The referees or any tournament official may remove a player, coach, or attendee from a game, tournament, or venue for inappropriate behavior. Corrective action will be taken if deemed appropriate to assure proper sportsmanship, the safety and well-being of all

participants, and the integrity and standards of the event. All teams, players, and attendees are subject to such rulings and corrective actions.

14. BY SIGNING THE PARTICIPATION WAIVER, PLAYERS AGREE TO THE RULES AND REGULATIONS AS PRESENTED AND POSTED ONLINE AND AGREEMENT TO THE INSURANCE WAIVER AS PRESENTED.

### **Spirit Award**

1. After the tournament, teams will complete a sportsmanship and fair play form about their opposing teams. The team who has the highest score will be win the Spirit Award.

### **In Game Rules**

1. Competition Rules. All Tournament games will be conducted under National Federation of High School Basketball Rules, unless otherwise noted.
2. Regulation Clock and Exceptions.
  - a. Games will be played in: two 25 min halves running time. Stop time will occur is the game is within 10 points in the final 2 min of the game
  - b. All overtime period(s) will be 3 minutes running time.
  - c. Half-Time will be 3 minutes (Half-Time length may be reduced).
  - d. Pre-game Warm-Up will be an estimated minimum of 5 minutes and up to 10 minutes (the Warm-Up time length may be reduced).
3. All shooting fouls will be 2 points for 1 shot (make the free throw get 2 points). Shooting free throws on shooting fouls and after 7 fouls in the half
4. Timeouts. Each team will be allowed 2 thirty-second timeouts per game. One additional timeout will be allowed for each overtime period.