

# **Cortland County Family YMCA**

## ***Little Big Man Tournament Rules***

### **I. PLAYER ELIGIBILITY AND CONDUCT**

- a) All players must be listed on the team roster in order to be eligible to participate. Rosters will be frozen before the second game. Participation of a non-roster player will result in forfeit of any games in which the player has competed.
- b) While players may be listed on more than one roster, whichever team they play for first will be their primary team for the season.
- c) A player must be under '6"0 tall. A player can only be measured once during the tournament. Any player may be measured prior to the start of a game if requested by the opposing team.
- d) Players can only play in one division. However, players over the age of 35 may play in masters division.
- e) Masters players must be 35 years of age by the start of tournament and are eligible to play on one team in the open division.
- f) All team members must have similar colored shirts and two digit numbers. Teams without proper shirts and numbers will be assessed on technical foul (2 shots and possession) for each player in violation. Free throws will be shot at the start of the game.
- g) All technical fouls are two shots and possession. Any player committing two technical fouls will be ejected from the game and asked to leave the facility. This player will also be suspended from the next game.
- h) Pushing or fighting with an official, scorekeeper, program supervisor, or YMCA staff member will result in immediate suspension for the remainder of the tournament and asked to leave the facility.
- i) Flagrant misconduct or foul during the game may result in ejection from tournament. Fighting will result in immediate ejection from tournament and asked to leave the building.
- j) Alcoholic beverages are not permitted on the YMCA property.
- k) Any spectator who is asked to leave the gym due to inappropriate behavior will not be allowed to return until meeting the league director and/or YMCA staff.

## II. PLAYING RULES

- l) The team captain or designee is responsible for writing roster names and numbers in the scorebook before the game. A player that arrives after the start of the game who is not entered in the scorebook may be added, but the team will be assessed a technical foul upon entering the game.
- m) Playing time will be two halves of twenty-minute running time. The last two minutes of each half will be stoppage time. Halftime will be two minutes in length.
- n) The first overtime period will be one minute long and the clock will be stopped on each whistle. Possession will be determined by a jump ball. If the score is tied after the first overtime, then sudden death overtime will occur at which the first team who scores is the winner.
- o) Each team will have one time-out per half and Time-outs may carry over between halves. Each team is also given one extra timeout for overtime or sudden death.
- p) Teams must have 4 players available, dressed and ready to play to start the game. Teams may continue with less. If a team cannot field eligible players by 5 minutes after the scheduled start time, the game will be forfeited.
- q) Each player is allowed 5 personal fouls. A 1-and-1 will be shot after 7 team fouls and 2 shots after the 10<sup>th</sup> team foul.
- r) Grasping or snapping the rim during practice will result in 1 technical foul per incident. Dunking is permitted only during game situations.
- s) For player's safety no jewelry or hats will be permitted.
- t) Team captains are the only individuals allowed to approach referees on rule interpretation (not judgment calls) or the scorekeeper regarding the score. Other players may check on foul situations or number of time-outs during dead ball time. Talking with the referee or scorekeeper at any other time will result in a technical foul.
- u) Substitutes must check in at the scorer's table before entering the game.
- v) Each team must have one individual at the score table to keep score.
- w) Basketball rims will be lowered to 8' 6" during play.

### III. YMCA USE

- a) Players who willingly damage YMCA property will be suspended indefinitely and will be financially responsible for repairs. Legal action will be taken.
- b) The YMCA strongly recommends use of personal locks on lockers. Unless checked at the front desk, the YMCA is **NOT** responsible for personal property, which is lost, damaged, or stolen.
- c) The YMCA does **NOT** carry accident insurance. Injuries sustained during the normal course of game play are the responsibility of the individual player.
- d) Unless the player is a YMCA Health Facility Member, they are only permitted only in the main floor locker room. Players may not use the health facility, even if brought in by a member.
- e) A player that is not a YMCA member may only participate in the basketball game. If a player wants to use other areas of the YMCA, a full day fee must be paid.
- f) The YMCA recognizes that parking is a problem. Cars parked in handicapped spots, in front of the emergency door, or along the side of the driveway will be subject to tickets or towing at the owner's expense.

***THANKS FOR YOUR COOPERATION !***