



# **Cal Stars Tournament Series Rules**

## **SCORE Keeper**

Home team supplies a score keeper.

## **Sportsmanship Rule**

If a spectator or parent is ejected from a game, their child will be removed as well and the team receives a technical foul. The tournament director will make the final decision on when (if) the parent and player can return.

## **Game length**

2<sup>nd</sup> – 3<sup>rd</sup> Grades: 6 minute quarters

4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> Grades: 7 minute quarters

7<sup>th</sup> thru 12<sup>th</sup> Grades: 8 minute quarters

All games are stopped-clock

Mercy Rule (If there is a 20-point lead in the last 8 minutes of the second half, the clock will run)

Games shall not start early

5 minute warm-up with 5 minute halftimes

## **Timeouts, 10-Second Rule and Overtimes**

10-second backcourt when 30-second clock is not available

On-ball 5-second count while dribbling is in effect (frontcourt only)

Timeouts: 2<sup>nd</sup>-7<sup>th</sup> grade- 3 full timeouts and 2 30-second timeouts per game. 8<sup>th</sup> – 12<sup>th</sup> grade- 4 full timeouts and 2 30-second timeouts per game

Each team will be given 1 additional full timeout during each overtime period.

Overtime will be 2 minutes stopped clock. The first basket in the second overtime will determine the winner.

## **Fouls**

A player is disqualified on the fifth personal foul in the 2<sup>nd</sup> thru 7<sup>th</sup> grade.

A player is disqualified on the sixth personal foul in the 8<sup>th</sup> thru 12<sup>th</sup> grade.

Technical fouls count as a personal foul and a team foul.

2 technical fouls on any individual player or coach will result in an ejection from the game

2 ejections in the tournament will result in removal from the remainder of the tournament

Teams will shoot 1 & 1 on the 7th team foul of the half and 2 shots on the 10th team foul of the half.

## **Free throws**

All players may enter the lane when the ball hits the rim.

6 players in the lane plus the shooter below the top of the key.

Players in first position may step on first block for position.

## **Tiebreakers**

In case of a tie, the following format will be used:

1: Head-to-head

2: Point differential, with a maximum of 13 points. (If Team A wins 45-21, the point differential will be credited as +13)

3: Total points allowed



## Scorekeeper/Clock Job Rules

1. No cell phone or iPod during game
2. Clean up the benches of all water bottles and garbage after each game
3. Make sure home team keeps score on the scoresheets
4. Make sure bracket, team names and final scores are on the sheet
5. Return scoresheets to Dan at NorCal and the Gym Directors at the other locations.

IF THERE ARE ANY PROBLEMS WITH A COACH or situation, CALL

**Coach Dan 925-708-7939**

Do not attempt to handle irate coaches yourself.