

Georgia Cup Rules

Georgia Cup Basketball Rules (Effective September 1, 2015)

The National High School Federation Rules and Regulations (NHSF) will apply to all Georgia Cup games with the following exceptions:

Timing Rules:

- I. No game may begin before the scheduled start time unless tournament director approves it.
- II. All teams will receive 4 minutes to warm-up prior to the game.
- III. Regulation Time
 - a. 3rd-6th Grade - four 7 minute quarters and will use a 28.5 intermediate size basketball.
 - b. 7th grade and up - four 8 minute quarter and will use a 29.5 basketball.
- IV. Halftime will be 4 minutes
- V. Timeouts will be awarded under NHSF rules (3 Full/2 Thirty)
- VI. Overtime:
 - a. 3rd-6th Grade 3 Minutes
 - b. 7th and Up 4 Minutes
- V. Clock will stop on All Whistle
- VI. Each team is responsible for their warm-up balls, home team will provide the Game Ball
- VII. If a team forfeits two games by not participating; the team will be disqualified from the event and cannot participate in bracket / tournament play

Roster Rules:

- I. Rosters are allowed a maximum of fifteen (15) players.
- II. Proof of age and grade is required for all players on roster. Acceptable proofs of age are; clean photocopies of birth certificates, adoption papers, or immigration papers. Proof of grade is a clean copy of any report card of the current school year or school document that indicates current grade level. Teams are required to provide proof of age and grade at check-in and throughout the tournament. It also must be presented to the tournament director upon request.
- III. Coaches are responsible for the team meeting all eligibility requirements. If a player is found to be ineligible prior to the start of a sanctioned competition, the player will be expelled and the team will

continue. After competition starts, if a player is found to be ineligible, he/she will be expelled and the team will forfeit all games in which the player's name or number appeared on the official score sheet. Coaches who falsify documents will be suspended for the remainder of the season.

IV. No roster additions will be permitted after the team has begun play of its first tournament game within any tournament.

V. A team may have no more than 3 bench personnel including managers or scorekeepers. All bench personnel must have their coaching credentials visible at all times while in the bench area. 3 Coaching passes will be given out at check-in and must be worn on the wrist for the entire weekend.

Grade / Age Divisions:

The Georgia Cup is grade based with age parameters and limitations determined by birth dates that allow players in each division to compete against other players currently at the same grade / age level. A player may qualify under the age exception rule if they have been advanced in grade due to academic excellence or parental preference. The following guide determines all eligible ages at grade levels.

Grade	Rule
3 rd Grade	Athlete must be in the 3 rd grade or below for the 2015-16 school year and cannot turn 11 prior to September 1, 2016 Exception: Player is in the 4 th grade but does not turn 10 until after Sept 1, 2016
4 th Grade	Athlete must be in the 4 th grade or below for the 2015-16 school year and cannot turn 12 prior to September 1, 2016 Exception: Player is in the 5 th grade but does not turn 11 until after Sept 1, 2016
5 th Grade	Athlete must be in the 5 th grade or below for the 2015-16 school year and cannot turn 13 prior to September 1, 2016 Exception: Player is in the 6 th grade but does not turn 12 until after Sept 1, 2016
6 th Grade	Athlete must be in the 6 th grade or below for the 2015-16 school year and cannot turn 14 prior to September 1, 2016 Exception: Player is in the 7 th grade but does not turn 13 until after Sept 1, 2016
7 th Grade	Athlete must be in the 7 th grade or below for the 2015-16 school year and cannot turn 15 prior to September 1, 2016 Exception: Player is in the 8 th grade but does not turn 14 until after Sept 1, 2016
8 th Grade	Athlete must be in the 8 th grade or below for the 2015-16 school year and cannot turn 16 prior to September 1, 2016 Exception: Player is in the 9 th grade but does not turn 15 until after Sept 1, 2016
9 th Grade	Athlete must be in the 9 th grade or below for the 2015-16 school year and cannot turn 17 prior to September 1, 2016 Exception: Player is in the 10 th grade but does not turn 16 until after Sept 1, 2016
10 th Grade	Athlete must be in the 10 th grade or below for the 2015-16 school year and cannot turn 18 prior to September 1, 2016 Exception: Player is in the 11 th grade but does not turn 17 until after Sept 1, 2016

11 th Grade	Athlete must be in the 11 th grade or below for the 2015-16 school year and cannot turn 19 prior to September 1, 2016 Exception: Player is in the 12 th grade but does not turn 18 until after Sept 1, 2016
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Uniforms

- I. Player jerseys must have numbers on both the front and back.

Numbers may be from 00-99. Minimum size of numbers of shall be 4" on the front and 6" on the back.

- II. Teams must have dark and light jerseys.
- III. Home team wears light and visitors wear dark jerseys.

Protest

- I. The team's Head Coach or the Club Director are the only people who can file a protest.
- II. All roster protest must be filed in writing accompanied by a \$100.00 protest fee (refundable if the protest is upheld) and evidence of ineligibility with the Tournament Director PRIOR to protested game. If the protest is valid, the protested team forfeits all previous games. (See roster rules for acceptable proofs of age and grade). We check all rosters, grade reports, and birth certificates at the beginning of each event. Protestor must provide evidence of ineligibility.
- III. All non-roster protest must be filed in writing within one (1) hour of the conclusion of the contest and must be accompanied by a

\$100.00 protest fee (refundable if protest is upheld). Official's calls are not grounds for a protest.

IV. Tournament Directors rulings on protest are final

Mercy Rule:

Once a team is leading by 30 points anytime in a game, the clock will continue to run. The only time the clock will stop is for injuries or timeouts. If the lead falls below 20 points, the clock will again be stopped for all whistle stoppages.

Tie- Breakers:

- I. Two Teams Tied: Head-to-head result.
- II. Three or more teams: Point Differential System will be used. Teams will receive a point differential per game up to a maximum of plus 15 points for a win and a maximum of minus 15 points for loss. The team with the highest point total will win the tiebreaker and the second highest number will be seeded second, etc. If two teams are tied with points, then revert back to head-to-head. If the teams are still tied, the team with the fewest points allowed in ALL games played in pool play wins. A forfeit is scored as a 15-0 game.

Sportsmanship and Unsportsmanlike Conduct Procedures

- I. Players, coaches, team representatives, spectators, and all other persons connected directly or indirectly with a team, as well as contest officials, shall adhere to the principles of good sportsmanship and the ethics of competition before, during and after

- all contests in which they participate and/or attend. Each participating team and its head coach shall be held strictly accountable for unsportsmanlike conduct on the part of its players, coaches and spectators.
- II. An player, coach, team representative or spectator who commits an act of malicious and hateful nature toward a contest official, opponent or any other person attending a tournament shall be guilty of unsportsmanlike conduct.
 - III. If contestants participate in a bench and/or a bleacher-clearing fight, both teams will be suspended for the remainder of the tournament.
 - IV. Two (2) direct technical fouls during a game on a player, coach, or team representative will result in their disqualification for the next game of the tournament. Fighting and gross unsportsmanlike behavior can be more than one game and is at the discretion of the Tournament Director and / or State Director.
 - V. The player, coach, team representative, or spectator that is disqualified during the course of the game must immediately leave the competition area where he/she is not visible to the athletes, officials, or other spectators and must not have any further contact

with or give instruction to athletes or other members of their staff for the remainder of the contest.

- VI. A player, coach, team representative or spectator that is suspended may not be present in the competition area during the game.

Refund Policy:

- I. No Refund will be provided once the initially published registration deadline has passed or the tournament is at capacity and has turned away other teams. Full refunds will be provided to teams who withdraw before the passed deadline or capacity limitation is met.