

LEAGUE Competition Rules (Effective 1/1/17)

1. **Competition Rules.** All games will be conducted under *CIF High School rules*, unless otherwise noted.
2. **Uniforms.** While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform. It is recommended, but not required, that teams have both a dark and light colored jersey.
3. **Home Team Designation.** In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear the lighter colored jersey.
4. **Game Ball.** The home team shall provide the game ball. If both teams cannot agree on a game ball, an alternate ball, as chosen by the site supervisor, will be used. The intermediate size ball ("28.5") will be used for the 3rd and 4th grade boys divisions and all girls divisions. All other divisions will use the regulation size ball (29.5").
5. **Regulation Clock and Exceptions.**
 - 5.1. **Regulation Clock.** 18 minute running clock halves with stop clock on free throws and the last two minutes of the second half.
 - 5.2. **All overtime periods will be 2 minutes.** The game will consist of as many overtimes as necessary to determine the winner.
 - 5.3. **Running Clock Rule.**
 - 5.3.1. When a team leads by **20 points** or more **anytime during the game**, a running clock will be used.
 - 5.3.2. If the lead is reduced below 10 points then the regulation clock is resumed.
 - 5.3.3. Anytime the running clock is used, the clock is stopped only for time-outs, injuries or at the officials' discretion.
 - 5.4. **Half-Time** will be 3 minutes (half-time length may be reduced at the discretion of the site director).
 - 5.5. **Pre-Game Warm-Up** will be a minimum of 3 minutes (the warm-up time length may be reduced at the discretion of the site director).
6. **Free Throws.** Teams will not shoot 1&1 free throws. Teams will shoot the double bonus beginning with the 10th team foul.
7. **Timeouts.** Each team will be allowed 4 timeouts per game. One additional timeout will be allowed for each overtime period. Regulation timeouts do not carry over into overtime.
8. **Ten Second Backcourt Violation.** Officials will enforce this rule for the entire game.

9. Pressing Rules.

- 9.1. Teams are not allowed to press beyond half court with a **20 point** or more lead **anytime during the game.**
- 9.2. If the lead is reduced below 20 points, teams are then allowed to press beyond half court.
- 9.3. The first violation of the “no press” rule will draw a warning from the officials; subsequent violations will be assessed a bench technical foul (indirect technical foul to head coach).
- 9.4. In the C divisions of the league, teams are not allowed to press until 9 minutes are left in the second half.

10. Bench Personnel.

- 10.1. Up to 3 coaches are allowed on the bench.
- 10.2. The head coach is the only person that can approach the scoretable.
- 10.3. Only one coach can be standing at any time.

11. Coach/Player/Fan Ejection. Any coach, player or fan who is ejected from a game by a game official or the site director will not be allowed to participate in or watch the next scheduled game for that team. Multiple game ejections may result in additional suspension or corrective action by San Diego Sol.

If the ejected person refuses to leave the gym the official or site director may issue a two-minute warning. If the person does not vacate the gym after this warning then a forfeit will be issued to the offending team.

12. Admission. General \$5, Seniors (55+) \$4, Children 10 and under are free

13. Behavior Standards. Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team’s players, coaches and fans on and off the court and must promote the best sportsmanship, win or lose. The site director or any game official may remove a player, coach, or attendee from a game, tournament, or venue for inappropriate behavior. San Diego Sol may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the event. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.

14. Application of Rules. The event rules may be modified whenever San Diego Sol deems it to be in the best interest of the event. All teams, coaches, players and attendees will be bound by any such changes. For any questions please contact event director, Jennie Harris, at 858.740.1025 or coachharris@sandiegosol.com.

Tie-breaker for Pool and Round Robin Play

1. **Winners of each division will be determined by their win/loss record.**

2. **Two Way Team Ties.**

2.1. Two way ties are determined by **head to head competition** (a tie is defined as the same win/loss record).

2.2. If teams did not play each other then the **point differential tie-breaker** will be applied (+15/-15: the maximum that you can beat a team by and still gain an advantage is 15 points).

2.3. If two teams are still tied after the application of section 2.2 then the **fewest defensive points allowed** will break the tie.

2.4. If there is still a tie after the application of section 2.3 then a **coin toss** will be implemented.

3. **Three or More Team Ties.**

3.1. Three or more team ties are determined by **head to head competition IF each team in the tie has played each other**. If all teams have not played each other then rule 3.2. applies.

3.2. If section 3.1 does not resolve the tie then a **point differential tie-breaker** will be applied (+15/-15: the maximum that you can beat a team by and still gain an advantage is 15 points.). If all teams have played each other then only games played by the teams in question will be considered. If all teams have not played each other then all the games the teams have played will be considered. The team with the **fewest points** will be tossed out.

3.2.1. The two remaining teams will then go back to the head to head tie-breaker.

3.2.2. If no head to head is applicable then the point differential tie-breaker will be applied.

3.2.3. If two teams are still tied after the application of section 3.2.2 then the fewest defensive points allowed will break the tie.

3.2.4. If there is still a tie after the application of section 3.2.3. then a coin toss will be implemented.

Player Eligibility & Protests

Eligibility parameters are based on the AAU system. Boys divisions are age based with two grade exceptions. Girls divisions are grade based.

1. Player Eligibility.

1.1. Boys Divisions

8U/2nd – An athlete can be no older than 8 on August 31, 2017.

9U/3rd – An athlete can be no older than 9 on August 31, 2017.

10U/4th – An athlete can be no older than 10 on August 31, 2017.

11U/5th – An athlete can be no older than 11 on August 31, 2017.

12U/6th – An athlete can be no older than 12 on August 31, 2017.

13U/7th – An athlete can be no older than 13 on August 31, 2017.

14U/8th – An athlete can be no older than 14 on August 31, 2017.

1.2.

Girls Divisions

2ND GRADE DIVISION

An athlete must be in the 2nd grade as of October 1, 2016 and can be no older than 9 on August 31, 2017. For an athlete that is in the 3rd grade as of October 1, 2016 wanting to play down, they can be no older than 8 on August 31, 2017.

3RD GRADE DIVISION

An athlete must be in the 3rd grade as of October 1, 2016 and can be no older than 10 on August 31, 2017. For an athlete that is in the 4th grade as of October 1, 2016 wanting to play down, they can be no older than 9 on August 31, 2017.

4TH GRADE DIVISION

An athlete must be in the 4th grade as of October 1, 2016 and can be no older than 11 on August 31, 2017. For an athlete that is in the 5th grade as of October 1, 2016 wanting to play down, they can be no older than 10 on August 31, 2017.

5TH GRADE DIVISION

An athlete must be in the 5th grade as of October 1, 2016 and can be no older than 12 on August 31, 2017. For an athlete that is in the 6th grade as of October 1, 2016 wanting to play down, they can be no older than 11 on August 31, 2017.

6TH GRADE DIVISION

An athlete must be in the 6th grade as of October 1, 2016 and can be no older than 13 on August 31, 2017. For an athlete that is in the 7th grade as of October 1, 2016 wanting to play down, they can be no older than 12 on August 31, 2017.

7TH GRADE DIVISION

An athlete must be in the 7th grade as of October 1, 2016 and can be no older than 14 on August 31, 2017. For an athlete that is in the 8th grade as of October 1, 2016 wanting to play down, they can be no older than 13 on August 31, 2017.

8TH GRADE DIVISION

An athlete must be in the 8th grade as of October 1, 2016 and can be no older than 15 on August 31, 2017. For an athlete that is in the 9th grade as of October 1, 2016 wanting to play down, they can be no older than 14 on August 31, 2017.

1.3. **Grade Exceptions:** 3 (three) grade exceptions will be allowed per team in the boys division. For example an athlete that is in the 3rd grade as of October 1, 2016 wanting to play down, they can be no older that 8 on August 31, 2017.

2. **Maximum Age.** Even if grade eligible, no player may play in a division where the player is more than one year older for the corresponding age for that division. For example, a 13 year old 5th grader is not eligible to participate in the 11u division.

3. Application of Eligibility Rules:

3.1. **Playing Up.** A player may play up in a higher age division.

3.2. **Playing on Multiple Teams.** A player can play on **only one team within a single age division** of any event (for example a player cannot play on a team in both the 14u A and the 14u B division or two teams in the 14u A). If a player is found violating this rule both teams the player played on will receive forfeits for the current game and all previous games played. Then moving forward the player must choose one team to play on after serving a one game suspension.

A player can play in more than one age division of any tournament, provided the player is age eligible for each division in which the player participates (for example they can play in the 13u A and in the 14u B division).

3.3. **Signed Waiver & Release.** In addition to the grade eligibility requirements, each player is required to have a parent/guardian signed Release/Waiver on file with San Diego Sol. San Diego Sol may suspend participation privileges for any player without a signed Release/Waiver.

4. Proof of Player Eligibility.

4.1. **Team Responsibility.** Proof of player eligibility is the responsibility of the team manager or coach.

4.2. **Acceptable Forms of Documentation.** Acceptable proofs of age include clean photocopies of birth certificate, adoption papers, immigration papers, school documentation which reflects DOB, current driver's license and current passport. Acceptable proofs of grade include a clean copy of any report card of the current or immediately preceding school year, progress report for current school year or current school ID.

5. Player Eligibility Protest Procedure.

5.1. **Who Can Protest:** Player eligibility protests can be submitted only by a coach or team manager.

5.2. What Can Be Protested.

5.2.1. Player is not age eligible or within the Grade Exception of Section 1.1.2

5.2.2. Player is beyond age maximum

5.2.3. Player is on multiple teams in the same age division

5.3. Protest Upheld.

5.3.1. **If a player is ruled ineligible for violating Sections 5.2.1 or 5.2.2** the player will be prohibited from participating in the remaining games of the event. If a post-game protest is upheld, that game will be forfeited by the team with the ineligible player. **Prior games will also be forfeited.** The team will be allowed to continue to participate in the event without the ineligible player(s).

5.3.2. **If a player is ruled ineligible for violating Section 5.2.3** which doesn't allow a player to play on two teams in the same age division then both teams for who that player played for will receive forfeits for all games in violation. From the time that the player infraction is discovered the player will then have to choose which team he/she will play for moving forward after sitting out a one game suspension.

5.4. **Player Reinstatement.** If a player is ruled ineligible for the sole reason that the team did not have eligibility documentation for the player, the player can subsequently be ruled eligible if such documentation is later provided. The reinstatement is for competition subsequent to the documentation being provided and no prior action will be modified or set aside.

5.5. **Ruling Binding.** Any player eligibility protest ruling made by San Diego Sol is binding upon all coaches, players, and attendees of the event. There is NO appeal of any upholding or denial of a player eligibility protest.

San Diego Sol shall apply the Player Eligibility Rules in such manner as San Diego Sol and its site directors deem appropriate to uphold not only the letter but the spirit of such rules. San Diego Sol will impose such additional sanctions, suspensions or other corrective action it deems appropriate under the facts and circumstances of noncompliance with the player eligibility rules. All coaches, players, and attendees shall be bound by any such application of the rules and corrective action imposed by San Diego Sol.

Game Forfeiture Policy

- 1. Team Forfeiting Game.** When a team forfeits a game in any event, the following rules shall apply:
 - 1.1. The team forfeiting receives a loss for the scheduled game and receives a -15 on the scoresheet.
 - 1.2. The team forfeits any team or individual awards given for participation in the forfeited game.
 - 1.3. A game called by an official or site director due to the misconduct of a player, coach or fan shall be deemed a forfeit by such team.
 - 1.4. When a team forfeits a game and does not give the site director 48 hours advance notice, it will be required to pay a forfeit penalty of \$65.00 per forfeited game. The forfeit penalty is due prior to the team's entry in any subsequent San Diego Sol event.
- 2. Team Having Game Forfeited** (winning team). When a team receives a forfeited game, the following rules shall apply:
 - 2.1. The team receives a +15 on the scoresheet if their team plays with the verified rostered players.
 - 2.2. If the team does not play with the verified rostered players then the game will be considered a double forfeit and each team is given a loss and 0 points will be recorded for both teams.
- 3. Games may start with 4 players.** A forfeit MAY be declared if a team fails to appear with at least four (4) eligible players at game time (Thirteen to zero 15-0 shall be the recorded score). The forfeit will be issued by the site director and exceptions MAY be allowed.
- 4. Voluntary Forfeits.** Sometimes teams want to enter a team in a division just for the experience and do not have a team that can compete in their correct grade division. In this case the team will play their games but receive a 0 for each game and their opponent will receive a +15. Team is also not eligible to advance to the playoffs.