

## **TOURNAMENT Competition Rules (Effective 1/1/16)**

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 5<sup>th</sup> grade and younger 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.** 14 minute stop clock halves.
  - 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 20 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 shoot 1&1 free throws on the 7<sup>th</sup> team foul and double bonus beginning with the 10<sup>th</sup> team foul.
7. **Timeouts.** Each team will be allowed 3 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. Bench Personnel.**

9.1. Up to 3 coaches are allowed on the bench.

9.2. The head coach is the only person that can approach the scoretable.

9.3. Only one coach can be standing at any time.

**10. 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.

**11. Admission.** General \$10, Students & Seniors (55+) \$8, Children 6 and under are free.

**12. 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.

**13. 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@sandiegosal.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 times 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

### 1. Player Eligibility.

- 1.1. **Age Based Eligibility.** All San Diego Sol tournaments will be organized by age divisions. A team must participate in the division in which corresponds with the highest age of any player on the team.

Age as of September 1, 2016	Eligible to Play in Age Division
9	9u/3 <sup>rd</sup> grade
10	10u/4 <sup>th</sup> grade
11	11u/5 <sup>th</sup> grade
12	12u/6 <sup>th</sup> grade
13	13u/7 <sup>th</sup> grade
14	14u/8 <sup>th</sup> grade

- 1.2. **Grade Exception:** Two grade exceptions will be allowed per team. An athlete who is in the corresponding grade of the age division is eligible to play down provided they meet the requirements listed in the chart below:

Age as of September 1, 2016	Eligible to Play in Age Division
10	9u/3 <sup>rd</sup> grade
11	10u/4 <sup>th</sup> grade
12	11u/5 <sup>th</sup> grade
13	12u/6 <sup>th</sup> grade
14	13u/7 <sup>th</sup> grade
15	14u/8 <sup>th</sup> grade

### 2. Application of Eligibility Rules:

- 2.1. **Playing Up.** A player may play up in a higher age division.
- 2.2. **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).

2.3. **Signed Waiver & Release.** In addition to the age 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.

### 3. Proof of Player Eligibility.

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

3.2. **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.

### 4. Player Eligibility Protest Procedure.

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

#### 4.2. What Can Be Protested.

4.2.1. Player is not age eligible or within the Grade Exception of Section 1.2

4.2.2. Player is beyond age maximum

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

#### 4.3. When Protest Can Be Made.

4.3.1. **Pre-Game Protest.** A protest of player eligibility may be made at any time prior to a game. Any pre-game protest should be submitted as soon as possible so that it may be considered in a timely manner.

4.3.2. **Post-Game Protest.** Any post-game protest of player eligibility must be made within 30 minutes of the conclusion of a game between the protesting team and the team with the player(s) whose eligibility is being challenged.

4.3.3. **Protest Limited.** No other player eligibility protests will be considered.

4.3.4. **How to File a Protest.** All protests must be in writing on an official Protest Form and accompanied by the protest fee of \$50 cash for each player challenged. **The protest fee is refundable** only if the matter is ruled in the favor of the protesting party. If the protest is not upheld, the protest fee is forfeited. All forfeited protest fees will be applied to charitable activities of San Diego Sol which include support of youth sports teams and activities.

#### 4.4. Protest Upheld.

4.4.1. **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). The protest fee will be refunded to the protesting team for each protest upheld.

4.4.2. **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 grade 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.

4.5. **Protest Denied.** If the player eligibility protest is denied, the protest fee is forfeited and monies will be donated to a charitable cause.

4.6. **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.

4.7. **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.
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 (Fifteen 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.