



## **2023 RYZE HOOPS TRAVEL SERIES RULES & REGULATIONS**

The official rules will be those of the GHSA for the current year, except where modified by the following in the RYZE Hoops Rule Book depending on age and grade of competition.

- **BENCH PERSONNEL:**
  - Only coaches that are listed on the Team Roster can sit on the bench during games
  - Up to three (3) non-athletes are allowed on the bench during scheduled games, there must be at least one (1) non-athlete that is 18 years or older on the bench at all times. Examples of bench personnel: head coach, assistant coaches, score keeper, water boy, ball boy, etc.
  - Chairs next to the scorer's table are reserved for the **officials only.**
  
- **ROSTER CHECK-IN / VERIFICATION PROCEDURES:**
  - Each competitor must be able to present proof of age in one of the following acceptable forms. Coaches or Team Representatives be sure to also have the following:
    - Multiple copies of the official team roster (includes names, age, birth dates and jersey numbers)
    - A player can only play for ONE PROGRAM for the duration of the tournament. Example: a player can play for Team A's 16-under and also play up on Team A's 17-under, but CAN NOT play for Team A's 16-under and Team B's 17-under.
    - Non-athletes (3) affiliated with the team will be asked to check in with a government issued I.D. to receive their wrist band
      - Wrist bands must be worn always while on the bench and to enter the playing facility free of charge.
      - You are allotted three (3) non-athletes and fifteen (15) athletes
  
- **AGE VERIFICATION (Please have at least 1 of the following on-file)**
  - 3<sup>rd</sup> – 12<sup>th</sup>: Proof of age is required. Acceptable forms of age verification are as follows (only one form of age verification is required)
    - Copy of unexpired passport
    - Copy of birth certificate
    - Copy of unexpired driver's license or Department of Motor Vehicles I.D. card issued within the last three (3) years

- GRADE VERIFICATION (Mandatory):
  - A photocopy of that portion of the athletes' report card for the current school year which shows his name, grade, school, and school year
  
- All RYZE Hoops tournaments will be grade based with age restrictions:
  - Competition in RYZE Hoops for 2022 shall be in the following age/grade divisions:
    - 3<sup>rd</sup> Grade (9U). A player must be in the 3<sup>rd</sup> grade or under as of October 1, 2022, and cannot turn 11 prior to May 1, 2023
    - 4<sup>th</sup> Grade (10U). A player must be in the 4<sup>th</sup> grade or under as of October 1, 2022, and cannot turn 12 prior to May 1, 2023
    - 5<sup>th</sup> Grade (11U). A player must be in the 5<sup>th</sup> grade or under as of October 1, 2022, and cannot turn 13 prior to May 1, 2023
    - 6<sup>th</sup> Grade (12U). A player must be in the 6<sup>th</sup> grade or under as of October 1, 2022, and cannot turn 14 prior to May 1, 2023
    - 7<sup>th</sup> Grade (13U). A player must be in the 7<sup>th</sup> grade or under as of October 1, 2022, and cannot turn 15 prior to May 1, 2023
    - 8<sup>th</sup> Grade (14U). A player must be in the 8<sup>th</sup> grade or under as of October 1, 2022, and cannot turn 16 prior to May 1, 2023
    - 9<sup>th</sup> Grade (15U). A player must be in the 9<sup>th</sup> grade or under as of October 1, 2022, and cannot turn 17 prior to May 1, 2023
    - 10<sup>th</sup> Grade (16U). A player must be in the 10<sup>th</sup> grade or under as of October 1, 2022, and cannot turn 18 prior to May 1, 2023
    - 11<sup>th</sup> Grade (17U). Any unsigned high school player can compete in this division who hasn't turned 20 prior to July 1, 20223.

**If a player exceeds an age limit for any grade level, that player must play at the next highest-grade level in which their age meets the requirement.**
  
- AGE EXCEPTIONS TO PLAY DOWN A GRADE LEVEL:
  - For a player to be eligible to play in a grade level/age group down from his current grade level, he/she must be born on or after May 1<sup>st</sup> of the year that applies to the requested age group.
    - Example: An 11<sup>th</sup> grade player looking to play in the 10<sup>th</sup> grade/16-under division must be born on or after May 1<sup>st</sup>, 2005.
  - \*\*\* Age exceptions must have documentation (birth certificate or legal document) and no team can have more than three (3) exceptions per roster.
  
- HOME, VISITOR & JERSEY COLORS:
  - The home team shall be the first team listed in pool play and on the top of the bracket in bracket play. Home teams should wear light colored jerseys; the visitors will be listed second in pool play and on the bottom of the bracket in bracket play. Visiting teams should wear dark colored jerseys.
  
- BREAKING TIES:

- In a two-way tie, head-to-head competition will determine seeding. If there is a three-way tie or four-way tie, point differential will be the first tie breaker followed by points scored. If the situation is not resolved after this factor, there will be a coin toss to determine seeding. The coin toss will be conducted by the RYZE Hoops staff in the tournament headquarters with only the coaches of the teams involved allowed in the room.
- **PLAYING TIMES:**
  - All halftimes and warmups are 3 minutes. ALL GAMES SHOULD START AT SCHEDULED START TIME.
  - 10-under thru 12-under: Two (2) 14-minute halves normal clock rules / 3 minute for overtime #1 and sudden death for over overtime #2.
  - 13-under thru 17-under: Two (2) 16-minute halves normal clock rules / 3 minute for overtime #1 and sudden death for over overtime #2.
  - In championship games, each overtime will be 3 minutes. There will not be sudden death.
- **FORFIET PROCEDURE:** Forfeit time is ten (10) minutes from scheduled start time. Out of town teams, please be on time; however, coaches and game officials do not have the authority to declare a forfeit. The RYZE Hoops Tournament Director(s) must be notified immediately regarding a team not being on time for their scheduled game- these directors will have final say. Forfeits are scored 15-0.
- **TIMEOUTS:** Teams are allowed four (4) timeouts. Only three (3) timeouts carry over to the second half. Teams gain one (1) additional 30- second timeout for first overtime period. Sudden Death will be the second (2) OT.
- **FOULS:** Players foul out on their sixth (6th) foul. Teams shoot 1&1 on the 7th, 8th, and 9th team foul; on the 10th team foul teams will shoot a double bonus- including overtime.
- **MISBEHAVIOR / EJECTIONS:**
  - Any coach ejected for fighting will be removed for the remainder of the tournament.
  - Any player recorded on the official scorebook as ejected for fighting will be prohibited from playing in their next scheduled game. Penalties up to expulsion from the tournament can be levied upon players ejected.
  - If a coach or player is ejected from a game for unsportsmanlike conduct (2 technical fouls), the RYZE Hoops staff reserves the right to declare he / she ineligible to participate in their next scheduled game and the remainder of the tournament/event.
  - If a coach or player is ejected a second time, he / she will be ineligible for participating in the remainder of the tournament.
  - Coaches or athletes who leave the confines of the bench to engage players, coaches, or officials on the playing floor can face expulsion from the tournament. Two technical fouls will result in ejection from the game.

- PROTEST PROCEDURE: All protests must be submitted in writing along with a \$100 cash deposit; the \$100 cash deposit will be refunded if the ruling being protested is overturned. Protests must be made at the start of the game that's being protested. The tournament Director(s) must be notified immediately regarding all protests. Please note that judgement calls are not circumstances that be brought up for protest.
- MERCY RULE: Teams ahead by 30 points or more at any point in the second half, the clock will run continuously, stopping only for timeouts and other instances deemed necessary by the game officials. If the lead drops to under 20 points, the clock will return to a regulation (stopped) clock.
- EQUIPMENT – BALL SIZE:
  - 3<sup>rd</sup> Grade – 6<sup>th</sup> Grade: 28.5 circumference basketball
  - 7<sup>th</sup> Grade – 12<sup>th</sup> Grade: 29.5 circumference basketball
  - Each team should bring their own basketballs. The home team provides the game ball in the event an official tournament ball is not required.
- ADMISSIONS:
  - Three (3) coaches per team will be allowed entry without admission fee if they have a RYZE Hoops pass and wear approved attire.
- CONTACT
  - The Tournament Director(s) will be the final decision makers on all tournament issues. We are here for the kids and their best interests will be taken into consideration.
  - Dan McDonald— [dan.mcdonald@lakepointsports.com](mailto:dan.mcdonald@lakepointsports.com) – 678.523.7798
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