

COLORADO SPRINGS REGIONAL YOUNG MEN'S BASKETBALL TOURNAMENT
ELIGIBILITY, RULES AND SCHEDULE - MARCH 8TH AND 9TH, 2019

- The Regional (Multi-Stake) YM Basketball Tournament will be conducted on March 8th and 9th at the North Stake Center located on Lexington Drive.
- Each Stake (North, East, Colorado Springs, Fountain and High Plains) may enter two teams in the tournament based on their individual criteria (generally a Stake Tournament).
- The tournament will be single elimination with a 3rd place game between the losers of the semi-final round.

Eligibility: For a player to be eligible each young man must:

- Be a Deacon, Teacher, or Priest within his Ward.
- Live within the Ward boundaries of the Ward with which he is participating.
- Have played in at least two regular season games with his Ward team (the same youth who participated during the regular season are the only youth eligible to participate in the Regional Tournament).
- Must not have participated on his high school junior varsity or varsity team during the current school year. *(The Director of CHSAA indicated that there are no eligibility problems in the state of Colorado with any player who plays for a school team playing for our church league team since CHSAA does not recognize the church league as a sanctioned league, therefore we can allow middle school and freshmen players to participate without concern of violating eligibility rules. We recommend, however, that any youth participating on his middle-school or freshman basketball team during the same season as church basketball receive permission from his coach before participating on a church team).*
- If a young man does not meet the criteria listed above he is considered ineligible to participate in the Regional tournament.
- If, during the tournament, it is discovered that ineligible players are participating, they will be removed and the team assessed a technical foul.
- Coaches do not have the authority to allow ineligible players to participate even if both coaches agree to let them play.

Tournament Rules:

- Teams must have jerseys of the same color with numbers and enough jerseys for all players.
- Teams must arrive and have player names in the scorebook 10 minutes prior to the scheduled game time.
- All players names and corresponding jersey numbers must be in the scorebook prior to the start of the game. Any player added to the scorebook after the game starts will result in a technical foul when he enters the game.
- Dunking is not allowed before, during, or after games. Dunking or any attempt to dunk will result in a technical foul charged against the team.
- Non-members may be on the Ward roster if they live within the Ward boundaries and meet the eligibility requirements above.
- No more than 2 non-members, per team, may be on the floor at any one time.
- High School rules will be used with minor exceptions -
 - Games will consist of two 20-minute running clock halves - clock will only stop for time outs and during the last two minutes of the second half if the score is within 15 points.
 - Half-time will be 5 minutes in duration.
 - Each team will be given 2 time outs per half.
 - During free throws players may not leave their lane positions until the ball makes contact with the rim.
 - If the game is tied at the end of regulation, a 3-minute overtime period will be played with the clock stopping the last two minutes of the period for all whistles. Each team will be authorized one time out during the overtime period.
 - Unsportsmanlike technical fouls will result in expulsion from the game. Referees will determine if a foul is considered unsportsmanlike.
 - Players or coaches using profanity, inappropriate language or gestures will be charged with a technical foul, at a minimum, or may be expelled from the game if the referee or league officials deem the offense to be of a serious nature.
 - Two technical fouls on the same player will result in expulsion from the game.
 - Teams will be in the "bonus" status on the 7th team foul each half.
 - Teams will be in a "double bonus" status on the 10th team foul in each half.
 - On a player's 5th personal foul he will have "fouled out" and will be ineligible to play the rest of the game.

- A live ball hitting any wall, ceiling, partition, basket/backboard support, or any player/spectator who is not within court boundaries will be considered out of bounds. (The edges of the backboard are in-bounds)
- Substitutes must check in with the scorekeeper and may not enter the game until signaled in by the referees.
- Referees decisions are final. League officials will have the final say on rule interpretation if issues/questions arise.
- Each Stake must have a Representative at each game in which their team participates to ensure appropriate sportsmanship standards are followed.
- Coaches, Adult leaders and parent spectators are expected to abide by church sportsmanship standards, be positive role models and set appropriate standards for their players. League officials, in consultation with Stake Leaders, may request removal of adult leaders/spectators/players if, in their opinion, church sportsmanship standards are not being met.
- Teams must have a minimum of five players to begin a game but can play with fewer if players foul out or are unable to play due to illness or other circumstances.
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Schedule-

- Each Stake will have a 1st and 2nd place team that will be placed on opposite sides of the bracket.
- By random draw, four second place teams will participate in the “play in” games on Friday Night with winners advancing and playing on Saturday.
- Four games will be played on Friday evening and the remaining six games will take place on Saturday.

Game 1: Friday	6:00pm – North 2 vs High Plains 2	Referees: Fountain
Game 2: Friday	7:00pm – Colorado Springs 2 vs East 2	Referees: North
Game 3: Friday	8:00pm – Fountain 2 vs North 1	Referees: Col Springs
Game 4: Friday	9:00pm – Colorado Springs 1 vs High Plains 1	Referees: East
Game 5: Saturday	8:00am – Winner Game 1 vs East 1	Referees: High Plains
Game 6: Saturday	9:00am – Winner Game 2 vs Fountain 1	Referees: North
Game 7: Saturday	10:00am – Winner Game 5 vs Winner Game 3	Referees: East
Game 8: Saturday	11:00am – Winner Game 4 vs Winner Game 6	Referees: Col Springs
Game 9: Saturday	12:00pm - Loser of Game 7 vs. Loser of Game 8	Referees: Fountain
Game 10: Saturday	1:00pm – Winner of Game 7 vs Winner of Game 8	Referees: High Plains

Stake Assignments- (referee assignments shows are scheduled in case the certified referees don't show).

Referees: Each Stake will be assigned to provide referees and scorekeepers for two games during the tournament. Two referees and two scorekeepers will be required for each assigned game. (Fountain Stake will attempt to contract with certified High School referees to handle all referee assignments, however each Stake should coordinate to provide referees in case paid referees cannot be secured).

~~Each Stake will be asked to provide the names of the referees and scorekeepers one week prior to the tournament.~~

North Stake will provide game ball, scorebooks, scoreboard, scorekeepers and referees.