

2022 PreSeason JAM: Rules & Info

TOURNAMENT HEADQUARTERS:

- Louetta Sports Complex - 17120 House and Hahl Road, Cypress, TX 77433
 - Saturday, September 17, 2022 9:00 a.m. - 8:00 p.m.

CHECK-IN:

CHECK-IN IS MANDATORY AND ALL COACHES and FILL-IN COACHES MUST PERSONALLY CHECK-IN PRIOR TO THEIR FIRST SCHEDULED GAME FOR PASS.

PreSeason JAM UPDATES:

- For schedule updates, scores, brackets etc visit BSHSCOUTING.COM
- You can follow the PreSeason JAM on Twitter/Instagram @BallSoHardSS

WAIVER/RELEASE:

NO PLAYER WILL BE ALLOWED TO PARTICIPATE WITHOUT A WAIVER/RELEASE FORM ON FILE DUE TO VENUE RESTRICTIONS. SO THAT BALL SO HARD OR LOUETTA AUTOMOTIVE SPORTS COMPLEX IS NOT RESPONSIBLE TO COVER ANY MEDICAL BILLS.

SCHEDULING:

The game time will also be the forfeit time. Please arrive at least 20 minutes ahead of the scheduled game time to avoid any problems. We will get the gym cleaned as soon as the previous game is over to get you in as quickly as possible. The tournament director has final decision making authority on all tournament matters including, but not limited to, forfeits.

We may start games 3-5 minutes early if possible to ensure the event runs in a timely fashion.

AGE/GRADE QUALIFICATIONS:

- A coach may have any potential varsity player from his school on his roster.

DISPUTES:

The tournament director will have the final say on all tournament matters.

ADMISSION:

- There will be an admission charge for spectators of \$10 per day.
- Coaches will receive event passes. Names of coaches, acting bench coach (parent), and known players must be included on team registration forms.
- For the convenience of the staff and everyone involved, please maintain possession of these passes and present them at the door without dispute, frustration, or any attitude. Out of respect for those efforts and to help ensure that the tournament runs as smoothly as possible without issue, confrontation, or any other negative situation, please cooperate with these requests. Your cooperation is greatly appreciated.

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GAMEPLAY RULES

WARM-UP: 3 minutes of warm-up in between games (subject to change), 1-minute halftime (subject to change)

GAME LENGTH: There will be two 20 minute halves per game (running clock)

GAMEPLAY: Stop the clock on all dead balls in the final 2 minutes of the second half

FOULS: Note: A player fouls out on his 6th personal foul

BONUS: A team reaches the 1 and 1 bonus on the 7th foul of each half (the clock will continue to run)..

FREE THROWS: The ball becomes live on the release

TECHNICAL FOULS: The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.

TIME-OUTS: All teams will have four timeouts [2 - Full] and [2 - 30 seconds] time-outs per game.

OVERTIME: Overtime is sudden death first team to scores wins.

DELAY OF GAME: First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.

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BENCH RULES / DRESS CODE:

- A maximum of 2 coaches with valid certification and players are allowed bench access. Only 1 coach may be standing at a time.
- All coaches are required to stay inside the designated coaching box. The first violation shall result in a warning. Subject to the discretion of the referee(s), any additional violations shall result in a technical foul being awarded, and in those instances, the rules for technical fouls come into play.
- Only coaches and players listed on the tournament roster for a given team are allowed on the bench for that team during the game. If a referee or a tournament staff member asks that an individual leave the bench and/or area and that individual refuses to, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, a forfeit will be awarded to the opposing team subject to the discretion of the Tournament Director.

SPORTSMANSHIP:

- No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament. Any coach or player leaving the bench during an altercation or coming off the bench to fight is immediately suspended for the remainder of the tournament.
- Coaches will be ejected on their 2nd technical and must leave the building. Any behavior deemed by the director that puts the well-being of any player, coach, official, volunteer, or spectator in danger will result in your team being dismissed without a refund.

CLEAN-UP: Please clean up under and around your bench after each game (i.e. bottles, cups, ice, wrappers, etc).

UNIFORMS: Teams listed second and/or on the bottom of the bracket are the home team and wear the light/white color

FORFEITS: The game time will also be the forfeit time.

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CODE OF CONDUCT:

NO FIGHTING RULE:

Any player or coach involved in a physical altercation/fight at any time, on or off the court, will be ejected from the event. Further, any player that leaves the bench during an altercation/fight will be ejected from the game and will be suspended from the event. In the event a player/coach leaves the bench and participates in any fashion in an altercation/fight, that player/coach will be ejected from the event.

NO STEALING RULE:

ANY PLAYER/COACH CAUGHT STEALING WILL BE IMMEDIATELY EJECTED FROM THE TOURNAMENT AND WILL BE PROSECUTED TO THE FULLEST EXTENT OF THE LAW. THE TEAM PLAYER/COACH IS ON OR A PART OF THE WILL BE SUBJECT TO EJECTION FROM THE REMAINDER OF THE TOURNAMENT.

NO PROFANITY/CURSING:

This pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players but uttered out of frustration. Officials have the discretion to issue a technical foul in this instance against the offending player or coach. A second violation in a game will result in ejection and possible suspension from one or more games. Any spectator or parent using foul language will be issued (1) warning by the staff followed by ejection from the game and/or session without any refund.

PARENT/SPECTATOR RULE:

ALL TEAMS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR PARENTS AND SPECTATORS. IF ANY CURSING, ARGUING, FIGHTING, ETC. OR OTHER TYPES OF DISRESPECTFUL BEHAVIOR OCCURS THROUGH ACTIONS AND/OR ANY FORM OF COMMUNICATION, THE PARENT/SPECTATOR MAY/WILL NOT BE PERMITTED INTO THE EVENT OR THEY WILL BE ESCORTED FROM THE FACILITY. FURTHER, AS A RESULT OF SAID BEHAVIOR THEIR SON MAY NOT BE PERMITTED TO PARTICIPATE IN AND/OR PLAY IN THE TOURNAMENT SO AS TO PREVENT SAID PARENT FROM ACCESS INTO THE FACILITY OR EVENT. HEAD COACHES WILL BE ASKED TO CONTROL THEIR PARENT/SPECTATOR(S) BEHAVIOR PRIOR TO AND DURING THE EVENT. IN THE EVENT THEY CHOOSE NOT TO OR A PARENT/SPECTATOR REFUSES TO ACT OR COMMUNICATE IN AN APPROPRIATE MANNER, THE ACTIONS MENTIONED HEREIN MAY BE TAKEN, THE TEAM MAY BE REMOVED FROM THE TOURNAMENT, AND/OR A FORFEIT MAY BE AWARDED TO THE OPPOSING TEAM SUBJECT TO THE DISCRETION OF THE TOURNAMENT DIRECTOR.

- No alcohol, drugs, smoking, or pornographic materials are permitted on the facility grounds at any time. Also, no gambling is allowed. Anyone caught gambling will be ejected from the tournament.

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- Anyone defacing or damaging property of the facility at any time will be automatically ejected from the tournament and held liable for all costs.
- All protests must go through the on-site supervisor. If anyone believes any of these rules are being violated by anyone they may contact the on-site supervisor. The said supervisor will investigate all complaints received and will take appropriate action, which could include expulsion from the tournament.
- **Ball So Hard and Louetta Automotive Sports Complex - IS NOT RESPONSIBLE FOR LOST AND/OR STOLEN ITEMS. THE TOURNAMENT DIRECTOR HAS THE FINAL SAY REGARDING ALL TOURNAMENT MATTERS**

ONLY THE TOURNAMENT DIRECTOR HAS THE DISCRETION TO DECLARE A FORFEIT.