



**Immediate Results – Follow us @Halftime\_Sportz**

**HALFTIME SPORTS NOTE: ALL PLAYER, COACHES AND ANY TEAM INFORMATION ARE STRICTLY CONFIDENTIAL AND ARE THE PROPERTY OF HALFTIME SPORTS AND SHALL NOT BE DISTRIBUTED.**

**Each coach must “check in” his/her team prior to their first game (leave team binder with site director for verification). If you have played in previous Halftime Sports Tournaments, and you have added a player(s), then you must check in that player(s). If not, a forfeit will be access to the team for every game that the player participates in.**

**Each official player must have a legitimate Birth Certificate (Copy), and Report card. Player must be on Team Roster.**

**Birth Records:** Each competitor must present at registration, proof of age in one of the following acceptable forms:

Copy of certified birth certificate from the state, county, or municipal Bureau of Vital Statistics at the place of birth.

Immigrations and Naturalization Forms I-151; I-25, and Form 43 R311-7 issued by the US Department of Justice.

Consular Service Form FS240 (Report on Birth) issued by the US Department of State.

A copy of the delayed registration of birth if the athlete's birth was not recorded on his day of birth; issued by the same governing bodies.

Home school players MUST provide documentation from the State Department of Education and belong to an accredited home school organization. They MUST play based on their age.



Admissions: Friday - \$15.00 for Adults and \$ 10.00 for students

Saturday - \$20.00 for Adults and \$10.00 for Students

Sunday - \$20.00 for Adults & \$10.00 for Students

Students are considered 5-17 years of age.

WEEKEND PASS (ADULTS) - \$50.00

**Only two coaches per team will be allowed entry without admission fee. Team Scorers or Team Parents are not considered to be Coaches**

Basketballs: **All teams must bring their own basketballs**

➤ Games:

- 9U – 12U 7 minute quarters; 13-17U 8 minute quarters
- 3 Minute warm-up
- 2 Minute Half Time
- Overtimes periods will be 3 minutes (clock stops in last 2 minutes of OT). Each team will receive an additional full time out.
- Forfeit time is 15 minutes from the scheduled start time of the game; however, consideration for out-of-town teams will be given. All forfeits are at the Halftime Sports Director's discretion.
- **25-point mercy rule** will be in effect. Clock will run continuously except during time outs any time a team reaches a lead of 30 points or more. Clock goes back to regular time once the trailing team point difference reaches **20 points**.
- 10U-12U (6th grade) will play with a 28.5 ball.
- 13U–17U Under will play with a regulation ball
- Time outs: Each team will have **2- "30 second"** and **2 Full** time outs per game



## ZERO TOLERANCE POLICY

### BEHAVIOR EXPECTATIONS

**Halftime Sports** has agreed to set certain behavior requirements for everyone in attendance at our Tournaments. Please alert all parents, fans, coaches, and athletes of these expectations:

#### 1. **Fans: Support your team!**

- No derogatory remarks to opposing players, coaches, or teams.
- No personal or derogatory remarks directed at Officials, no loud or continuous harassment of Officials.
- Absolutely **zero tolerance** for confronting Officials – any physical contact with Officials will involve law enforcement.

#### 2. **Coaches:** Halftime Sports expects our adult coaches to “**set the example**” for good behavior, sportsmanship, and professional courtesy.

- You may disagree with an Official’s call, do not make your comments personal, angry or derogatory, and once you have made them, drop it!
- Insist that your players and fans demonstrate good sportsmanship toward opposing coaches, players, and Officials.
- Insist that all your players shake hands after the game and demonstrate grace in winning and dignity in losing.
- Do not teach, tolerate, or allow taunting of other teams, “trash talking,” or foul language at any point.
- Lead by example: compliment good plays by opposing players, shake hands with opposing coaches before and after the game, and do not get confrontational with Officials.



3. **Athletes:** Show respect toward Officials, other players, and other coaches.
- Do not engage in any form of derogatory comments, “trash talking,” foul language, or taunting, regardless of the score.
  - Do not engage in “fighting,” as this could cause your ejection for one or more games.
  - Do not leave your bench and encourage all other players to stay on the bench if any disruption occurs.
  - Shake hands with opposing coach before the game and with opposing players and coaches after the game, demonstrating grace in winning and dignity in losing.

4. **Penalties:**

○ **Coaches:**

A coach ejected from one game will automatically be suspended from the next game; a second ejection will result in an automatic suspension from any Halftime Sports event and will be reported to other AAU, YBOA, US Amateur and other youth sports activities, subject to the coach’s right to an Appeal; serious misconduct could result in additional discipline.

○ **Athletes:**

An ejection for “fighting” or for two technical fouls will result in an automatic suspension of an athlete from his or her next game, and possible further discipline. A second ejection for “fighting” or two technical fouls during any Halftime Sports event will result in a suspension from any Halftime Sports event and will be reported to US Amateur, AAU, YBOA and other youth governing activities, subject to the athlete’s right to an appeal.

○ **Fans:**

Ejection from a game for misbehavior will result in your suspension from attending any other games in that Tournament; a second ejection from a game will result in your suspension from all Halftime Sports events for the rest of the Season. Any physical contact with a game Officials, coaches, tournament Officials, or opposing players or parents will cause law enforcement to be brought in for possible criminal prosecution, and you may be permanently banned from attending games.





### **Ejections**

- a. Any player recorded on the official score sheet as ejected for fighting by the officials (Striped shirts) will be prohibited from playing for the rest of the tournament.
- b. If a coach or player is ejected from a game, he/she will be placed on probation (unless ejected for fighting).

**Bench Rules:** Only eligible players plus a maximum of three coaches (this includes statistician, ball boys, and etc) may be on the team's bench. Violation of this rule will result in (only) one warning. The team will then have 1 minute to clear the bench of anyone not listed on the official roster. If a team fails to comply, the violator(s) will be ejected.

**Protests:** Any protest must be communicated immediately to the site Director for Halftime Sports. Protests must be submitted in writing and be accompanied by a \$100 fee. A committee will consider all protests as soon as possible. Protests pertaining to an official's judgment will not be considered. Fee must be paid with protest to be considered.

### **Player (with multiple Teams) Participation**

A Player may participate in up to two different grade levels or divisions with the same Halftime Sports Tournament – provided that both teams belong to the same organization, and have the same Team Name, and meet all Halftime Sports eligibility requirements for those grade levels.

A player, who meets all eligibility rules and participates on more than one team during the same Halftime Sports tournament, may play a maximum of six (6) games within a two-day period, starting with the player's first game of the tournament.

A Player playing on a Division 1 team cannot play on a Division 2 team. But a Division 2 player can play up in a Division 1 contest within the same tournament, if they are from the same organization with the same team name.



**Pool Play Tie Breaker**

- a. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
- b. If more than two (2) teams tie, point differential tiebreaker will be applied. Points are determined by the margin of victory of each of the three games with a maximum of +- 15 points.
- c. If three teams are tied in a Pool for first place, the point differential (+/- 15) of the three teams involved will be used in the tie breaker system to determine first place, once first place has been determined based on point differentials second place or pool runner up, then go back to the first tie breaker (head-to-head)
- d. If two (2) teams are still tied after the rules, go back to (a.) to break the tie.
- e. If more than two (2) teams are still tied after the application of the formulas, then overall points scored differentials of the teams not involved in the tie are added, and the results recalculated.
- f. The score of all forfeits shall be 15-0.
- g. If there is still a three-way tie, three-way flip of the coin. Odd coin out.

**Results Overall Points Differential Total Placement**

Team A	Team B
A vs. B (A-70 B-75) .....A -5	A vs. B (A-70 B-75) .....B+5
A vs. C (A-85 C-69) .....A +15	B vs. D (D-50 B-55) .....B+5
A vs. D (A-65 D-60) .....A+5	B vs. C (C-51 B-50) .....B-1
<b><i>Thus, Team A has a +15</i></b>	<b><i>Thus Team B has a +9</i></b>
<b><i>Team A is seeded higher than Team B due to +15 over +9</i></b>	

**Pool Play:** Each bracket will consist of two or three pools consisting of three to four teams each. Each team is guaranteed three games. Pools with three teams will play a cross over game, however only pool games count towards the actual pool winner.

When there is a bracket with three pools, the pool winners will advance to the semi finals. An "at large" team will be selected based on the non-pool winner team with the overall best record.



## September 1, 2020 – August 31, 2021

All players must meet the grade-level or age-exception criteria and present a copy their birth certificate and current-year report card for verification.

Report cards must include the player's name, school name, current grade, and current school year.

### Grade Level

2<sup>nd</sup> Grade A player must be in the 2<sup>nd</sup> grade or under as of October 1, 2020 and cannot turn 10 prior to September 1, 2021.

3<sup>rd</sup> Grade A player must be in the 3<sup>rd</sup> grade or under as of October 1, 2020 and cannot turn 11 prior to September 1, 2021.

4<sup>th</sup> Grade A player must be in the 4<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 12 prior to September 1, 2021.

5<sup>th</sup> Grade A player must be in the 5<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 13 prior to September 1, 2021.

6<sup>th</sup> Grade A player must be in the 6<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 14 prior to September 1, 2021.

7<sup>th</sup> Grade A player must be in the 7<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 15 prior to September 1, 2021.

8<sup>th</sup> Grade A player must be in the 8<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 16 prior to September 1, 2021.

9<sup>th</sup> Grade A player must be in the 9<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 17 prior to September 1, 2021.

10<sup>th</sup> Grade A player must be in the 10<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 18 prior to September 1, 2021.

11<sup>th</sup> Grade A player must be in the 11<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 19 prior to September 1, 2021.

12<sup>th</sup> Grade A player must be in the 12<sup>th</sup> grade or under as of October 1, 2020 and cannot turn 20 prior to September 1, 2021.

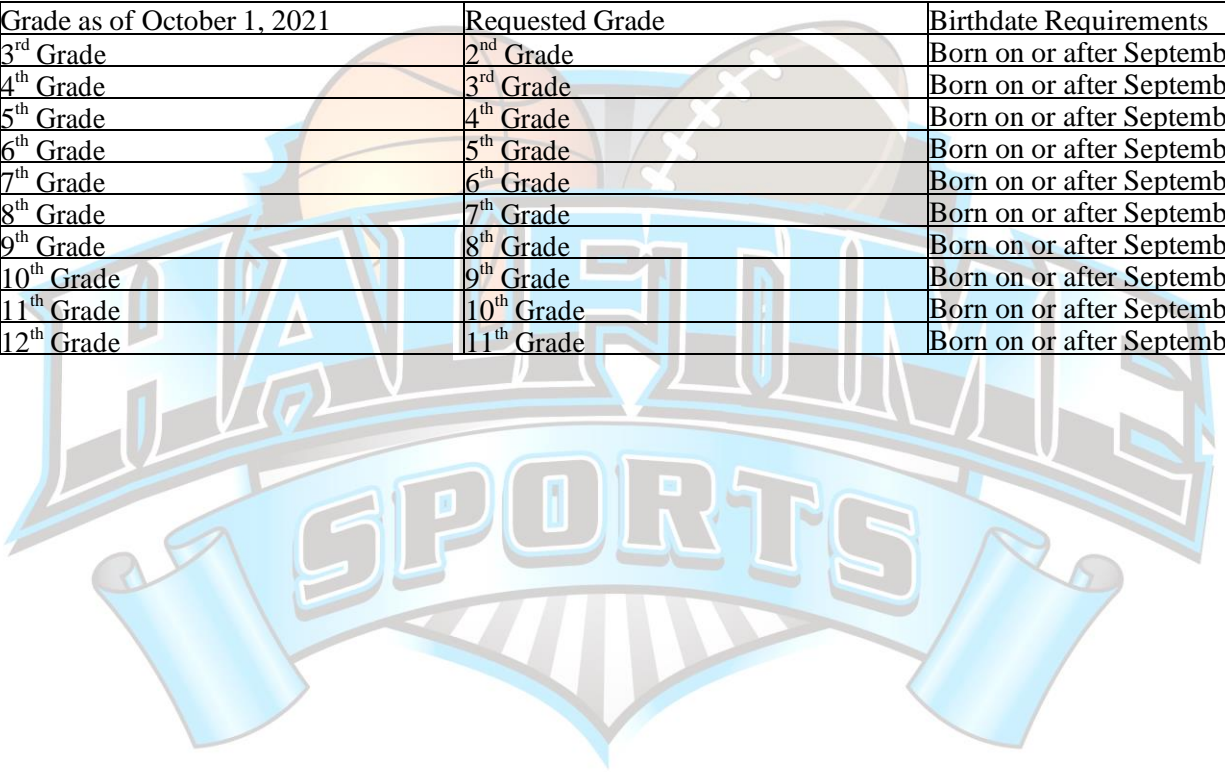
Note: If a player exceeds an age limit for any grade level, that player must play at the next highest-grade level in which their age meets the requirement.



## AGE EXCEPTIONS TO PLAY DOWN A GRADE LEVEL

September 1, 2020 – August 31, 2021

Grade as of October 1, 2021	Requested Grade	Birthdate Requirements
3 <sup>rd</sup> Grade	2 <sup>nd</sup> Grade	Born on or after September 1, 2008
4 <sup>th</sup> Grade	3 <sup>rd</sup> Grade	Born on or after September 1, 2007
5 <sup>th</sup> Grade	4 <sup>th</sup> Grade	Born on or after September 1, 2006
6 <sup>th</sup> Grade	5 <sup>th</sup> Grade	Born on or after September 1, 2005
7 <sup>th</sup> Grade	6 <sup>th</sup> Grade	Born on or after September 1, 2004
8 <sup>th</sup> Grade	7 <sup>th</sup> Grade	Born on or after September 1, 2003
9 <sup>th</sup> Grade	8 <sup>th</sup> Grade	Born on or after September 1, 2002
10 <sup>th</sup> Grade	9 <sup>th</sup> Grade	Born on or after September 1, 2001
11 <sup>th</sup> Grade	10 <sup>th</sup> Grade	Born on or after September 1, 2000
12 <sup>th</sup> Grade	11 <sup>th</sup> Grade	Born on or after September 1, 1999







**NO COOLERS  
ALLOWED IN  
FACILITY**



**TICKETS MUST BE  
PAID ON-LINE TO  
ENTER VENUE.**