



2018 The “ROCK” Spring Classic **Rules and Information**

Tournament Sites and Addresses:

Sports Enhancement Academy - Stoughton: 2300 HWY 51 & 138, STOUGHTON, WI 53589
4 Courts

Sports Enhancement Academy – Verona: 411 Prairie Heights Drive. Verona, WI 53593
4 Courts

Stoughton High School: 600 Lincoln Avenue, Stoughton, WI 53589 - 3 Courts

Sun Prairie High School: 888 Grove Street, Sun Prairie, WI 53590

Token Springs Middle School: 1435 N Thompson Road, Sun Prairie WI 53590

Madison College: 1701 Wright Street, Madison WI 53704

Check-In:

Friday: Check-In begins at 6:00pm at SEA-Stoughton and 6:00pm at SEA-Verona

Saturday: Check-In begins at 7:30am at SEA-Stoughton, 7:30am at SEA- Verona, 7:30am at Stoughton High School, and 7:30am at Token Springs Middle School.

NOTE: Coaches must check-in their teams at each location prior to their first scheduled game for the weekend. Each team must be registered and have their waiver forms turned in before their first game.

****Each team will provide one scorekeeper for clock/book, those individuals will be granted free admission for the weekend****

SCHEDULING:

Please arrive at least 30 minutes ahead of scheduled game time. We will start games early when possible to help the event stay on time and on schedule throughout the day.



THE ROCK SPRING CLASSIC UPDATES:

- Follow The ROCK Spring Classic on Twitter: **@ROCKSpringClass**
- Follow Sports Enhancement Academy on Twitter: **@SEAFacilities**
- Download the Sports Enhancement Academy App for Tournament schedule/LIVE Updates

WAIVER/RELEASE:

IMPORTANT:

****Waivers release forms must be handed in for every player when you check-in. Waivers must be handed-in and on file before first game starts****

AWARDS:

Champions of Platinum Bracket will receive ROCK Spring Classic plaques for 10U-17U.
Champions of Gold Brackets will receive Gold ROCK Spring Classic Medals for 10U-17U.
Runner ups will receive Silver ROCK Spring Classic Medals for 10U-17U.

ROSTERS:

*****No roster changes can be made after a team's first scheduled game has started. Rosters must be finalized before the start of first game*****

ADMISSION:

Each facility will charge admission during the event for all spectators. One individual scorekeeper will be given a wristband for the weekend.

Friday: \$5.00 for Admission

Saturday: \$12.00 Daily Admission

Sunday: \$12.00 Daily Admission

Weekend Admission: \$20.00

5 and Under FREE

The head coach and 1 assistant coach will receive a weekend admission wristband upon check-in. All coaches must present wristband when entering the gym.

**** Please show wristbands to admissions workers when entering the all gyms****



GAME PLAY RULES

PRINTED ROSTER:

Each team is responsible for providing roster information with name & jersey number to the scorekeepers before each game.

NO DUNKING:

Absolutely no dunking in warm-ups. A warning will be issued for the 1st violation and a technical foul will be called for each additional violation.

WARM UP:

3 minutes of warm-up in between games (subject to change), 1 minute halftime (subject to change). Referees will help keep games running in a timely manner.

GAME LENGTH:

10U-11U will play two 14 minute halves per game
12U-17U will play two 15 minute halves per game

GAME PLAY:

Stop clock on ALL dead balls.

FOULS:

Player fouls out on 5th personal foul.

UNIFORMS:

Teams Listed 1st are home in Light/White uniforms, Teams Listed 2nd on the schedule will be in Dark Uniforms.

BONUS:

Team reaches the 1 and 1 bonus on the 7th foul of each half. Double Bonus is reached after 10 team fouls.

FREE THROWS:

Ball is live on the release.

TECHNICAL FOULS:



In the event of a Technical Foul, the opposing team will be awarded two free throws and possession of the ball. Two technical fouls/flagrant fouls results in automatic ejection from the game.

OVERTIME:

Overtime period is 2 minutes in length with a running clock, clock will stop the last 30 seconds. Each team has 1 (30 second) Time Out. No Carry-Overs. 2nd Overtime is SUDDEN DEATH (First team to score in any way).

RUNNING CLOCK:

In games where a team is up by 20 or more points in the second half the clock will continue to run.

20-POINT RULE:

If a team is leading by 20 or more points with 3 minutes or less remaining in the second half, the game will be called.

Sportsmanship Rule:

Age Divisions 9U - 12U ONLY - No full court press can be applied by teams up by 20 or more points in the second half of the game.

TIMEOUTS:

Each team will have TWO (2) Full-timeouts and ONE (1) 30-second timeout per game.

CLEAN-UP:

Please clean up under bench after each game!

NO SHOOTING BASKETBALLS BETWEEN TIMEOUTS, HALFTIME, CLOCK STOPS! ONLY TEAMS PLAYING THE NEXT GAME WILL BE ALLOWED TO SHOOT AT THEIR DESIGNATED BASKETBALL WHEN THE PREVIOUS GAME ENDS.

ALL BALLS MUST BE HELD DURING GAME ACTION!



CODE OF BEHAVIOR

NO PROFANITY/CURSING:

The use of profanity will not be tolerated on the premises. Anyone using inappropriate or explicit language can be removed from the tournament sites. Officials have discretion to issue a warning to players or coaches. The second violations will result in technical foul. Any further violation will result in ejection from game.

SPECTATOR BEHAVIOR

- Conform to accepted standards of good sportsmanship and behavior
- Respect officials, coaches, and players and extend all courtesies to them
- Taunting, foul and abuse language, noisemakers, inflammatory remarks and disrespectful signs and behavior are not acceptable.
- Fans should avoid actions, which offend officials, coaches, or individual players.
- Parents/spectators cursing, arguing, swearing, or fighting will be asked to leave the facility and not allowed into any tournament sites for the rest of the weekend.
- Refrain from shouting disapproval of calls made by officials
- All teams are responsible for conduct of parents and spectators.

GYM RULES

- The “ROCK” Spring Classic or SEA is not responsible for lost and/or stolen items
- Food, gum, or glass items are prohibited in the gym
- Anyone found defacing or damaging gym court or equipment is subject to removal or suspension of tournament and held liable for all cost
- No alcohol, drugs, or smoking are not allowed on the facility/school grounds at any time. Anyone abusing this rule will be asked to leave the area
- Please notify staff of any spills, damages, etc.

NO SHOOTING BASKETBALLS BETWEEN TIMEOUTS, HALFTIME, CLOCK STOPS! ONLY TEAMS PLAYING THE NEXT GAME WILL BE



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PLAYOFF SEEDING

- Seeding from each pool will be determined by win-loss record in pool play. There is a maximum of +15 for a win in pool play and -15 for a loss in pool play. All games in pool are included in figuring point system. (1) In case of a tie, head to head is the first tie breaker. (2) In case teams are still tied, the team with the highest +/- points differential will determine the higher seed. (3) In case teams are still tied, the least amount of points allowed in pool play will determine the higher seed. (4) In those cases where teams are somehow still tied, a coin toss will determine the higher seed. In a case where there is a 3- way tie, we will first determine who the number 1 seed is in the pool using the tie break analysis above. We will then determine who the 2 seed is from a pool by using the tie breaker analysis above starting again with the head to head being the first tie breaker. At the end of pool play, check brackets at your facility, or on the tournament app for seeding.