

2010 MUNICIPAL ALL – CITY BASKETBALL **TOURNAMENT INSTRUCTIONS**

PLAYER ROSTER **PLEASE HAVE ALL PLAYERS BRING PROPER IDENTIFICATION TO EACH GAME**

A roster of eligible players is enclosed in this packet. **Check it over carefully.** Phone the Adult Sports Office (475-8410) at once if there are any omissions or errors. In the event of an omission, it will be necessary for the manager to produce the player's registration stub receipt in order to have the player's name added to the official roster. **Positively no rechecks will be made at the gym on the night of the game!**

SIGN-UP SHEET

Only players whose names appear on the official roster are eligible to play. Managers are requested to have all eligible players sign the sheet before the game. Late players may sign when they arrive. **No player may sign the sheet after the game is completed.**

ELGIBILITY

Upon discovery of any ineligible player(s), the game shall be forfeited to the team being played or to the last defeated team and the team forfeiting the game shall be disqualified from any further competition in this tournament. The tournament will be considered officially completed one working day (Monday through Friday) after the last tournament game. No protest can be filed against a team after the expiration of this time limit. **NOTE: Player may be asked to produce photo identification if their eligibility is being challenged.**

PROTESTS

Because of the tight schedule, the Sports Office is assigning two capable officials to each game. A representative of the Sports Office Staff will be on hand to settle any disputes. Judgement decisions may not be protested. Any protest concerning the "rules" of the game must be filed with the referee and decided on the floor at the time of the infraction. No protest will be accepted after the game has been completed.

GAME CLOCK

- A. All periods of regulation play shall be **eighteen (18) minute halves.**
- B. In games played in halves, the clock will stop **ONLY** for time outs, except during the last two (2) minutes of each half when the clock will operate in accordance with the NFHS Basketball Rules.
- C. Overtime periods:
 - 1st - 5 minutes
 - 2nd - 3 minutes
 - 3rd or more – 2 minutes
- D. In overtime periods, running clock except during the last one (1) minute of each overtime period when the clock will operate according to NFHS Basketball Rules.
- E. The official is authorized to stop the clock for any unusual delay in getting the ball in play but must restart the clock as soon as the delay is ended.
- F. If a team is up by 20 or more points, the clock **will** not stop the last two minutes of the second half except for timeouts.

TIMEOUTS

- A. Each team has three (3) full length time outs for the 1st, 2nd and 3rd rounds of play. Teams will have four (4) time outs for the semi-final and final round of the tournament.
- B. Any unused timeouts will carry over into an overtime period and one additional timeout will awarded for each overtime period.

PLAYER CONDUCT

Rules regarding the conduct of managers and players during the regular season will be enforced for the tournament. **Trash talking, verbal sparring with officials or recreation staff will not be tolerated. Additional security will be present for tournament play.**

BALL

Each team must furnish an official basketball (leather) in good condition for all games. The referee may use one team's ball during the first half of the game and the other team's ball during the second half, unless both team managers agree to use one ball the entire game.

GRACE PERIOD/FORFEIT

The referee will allow five (5) minutes grace before forfeiting the game. This grace period is intended only for teams unable to place a minimum of four (4) eligible players on the floor at the scheduled time. The appearing team must ask for the forfeit or it may allow the opposing team an additional five (5) minute extension of the grace period. If the appearing team grants the extension of the grace period, it must be understood by both teams that regardless of the actual starting time of the game, 5 minutes will come off the clock (game clock will start with 13:00 instead of 18:00). The Manager of the team allowing the extension must sign a written agreement, which must be forwarded to the Adult Sports Office by the umpire. The referee's signature must also appear on the agreement. A team cannot be credited with a forfeited game unless the minimum number of players has signed the sign-up sheet.

AWARDS

A Team Award will be given to the team winning the All-City Championship. The award is provided by the Milwaukee Public Schools, Community Recreation Department.

TOURNAMENT CONTACTS

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SPECIAL TOURNAMENT SUSPENSION RULE

During the tournament, any player or manager ejected for unsportsmanlike conduct by the officials shall be suspended from any further competition in the tournament

PLEASE VISIT WWW.MPSADULTSPORTS.NET FOR TOURNAMENT INFO AND RESULTS

