

CES Spring Tournament Rules

All PIAA Rules Except:

- Coaches must confirm all numbers are in the book prior to the start of the game. Games will not start ahead of schedule before consent of both team's head coaches.
- Each team will be provided 2 coaches wristbands and will need them to enter the gym locations. Please see ticket person at the gate to receive.
- Games are two 16 minute halves with stopped time, except for ages 4th & 5th Grade which play 14 minute halves
- Boys 4th-6th grade (10U-12U) and all girls teams play will use the 28.5 Ball
- Pre-game warm up will be limited to 2 minutes (unless extended by tournament operator). Halftime will be 2 minutes and overtime will be 2 minutes.
- 5 minute grace period from the scheduled start time before forfeit is announced.
- Each team gets two full timeouts per game and 1 thirty second timeout per half. The thirty – second timeout does not carry over. Overtime includes 1 additional thirty-second timeout.
- 6 personal fouls per game, player is disqualified once 6th foul is committed
- One and one on the 8th team foul and two shots on the 10th.
- Any player or coach receiving 2 technical fouls is excused from the game and will be suspended for the next game.
- CES expects all players, coaches, parents, spectators and staff to act in an appropriate manner. If a situation arises CES may remove the person from the site.
- In the situation of physical altercation, any player who leaves the bench to participate is ejected and suspended for the next games. Additionally, if a player initiates or participates in physical altercation, they are ejected and suspended for the tournament.
- Site/tournament director will have final discretion in all rulings
- Formal complaints must be submitted to mark@cesports.net
- Mercy Rule:
 - if team is winning by more than 25 points the clock will run. If the score returns to under 25 clock will stop.
- Pressing:
 - 6th Grade and older pressing will be allowed at all times.
 - 4th/5th Grade- Pressing is allowed until the pressing team is ahead by 15 points.
 - **PLEASE USE COMMON SENSE WHEN PRESSING AND DISPLAY GOOD SPORTSMANSHIP!**

Tie breakers used after head to head record

- 1.) Head to Head
- 2.) Score differential up to a maximum of 15 points per game.
- 3.) Least points allowed

All forfeits will be given a differential of 5 points and will NOT be used in calculation of least allowed.

3 Way tie use above to seed 1 team then repeat for two way