



September 1, 2017 – August 31, 2018

Policies and Procedures Manual

GBL, Licensed



Game Rules

16 min stop clock (2) halves

Clock will stop on shooting fouls unless 20-point lead (1st half) 15-point lead (2nd half)

2 min halftimes

3, :30 sec timeouts per game (3 Total)

6 fouls per player

2 techs result in a player or coach's ejection

A Coach must remain seated, after 1st tech

Only 2 Coaches passes per team (Additional can be purchased)

Score on score sheet is the official record of score and stats

Players can wear no jewelry of any kind.

A forfeit is given to a team not ready to compete within 5 min of their schedule time. (Event Director has authority based on conditions)

1. GENERAL

2. Introduction to GBL:

- a. GBL has developed a reputation of giving players maximum exposure in providing them the opportunity to play in front of primetime national recruiting services and hundreds of college coaches.
- b. GBL is a unique organization, which offers tournament management, academic clinics, team scholarships, equipment and merchandise for member organizations.

3. MEMBERSHIP & INSURANCE

4. GBL Insurance General Information:

- a. Host will, provide secondary accident and liability insurance for all registered members.

5. Travel Team Membership:

- a. Membership includes Team Registration for up to twelve (12) players as well as Liability & Secondary Accident Insurance Coverage.
- b. Insurance is only valid per sanctioned events. Maximum 15 active players per roster). Although players may be deleted and replaced from a roster, once the original 12 players have been registered and paid.

6. League & Recreation Program Membership:

- a. The League & Recreation or Fall Ball Membership program is designed for organizations that run short-term, recreational type leagues. League Insurance is not valid for GBL Tournaments.



7. ELIGIBILITY - Eligibility Requirements:

- a. All teams and players must be current members of the event host in order to participate in any GBL event.
- b. Proof of age is required and must be made available for every player at all events. All players must present an original or copy of their birth certificate for verification.
- c. Proof of grade is required and must be made available for every player at all events. All players must present an original or copy of their report card that includes the player's name, school name, address, & phone number, current grade, and current school year.

8. Boy's & Girl's eligibility are based on the following:

Grade Levels

- a. 2th Grade Level A player must be in the 2nd grade or under as of October 1, 2017 and cannot turn 10 prior to September 1, 2018.
- b. 3th Grade Level A player must be in the 3rd grade or under as of October 1, 2017 and cannot turn 11 prior to September 1, 2018.
- c. 4th Grade Level A player must be in the 4th grade or under as of October 1, 2017 and cannot turn 12 prior to September 1, 2018.
- d. 5th Grade Level A player must be in the 5th grade or under as of October 1, 2017 and cannot turn 13 prior to September 1, 2018.
- e. 6th Grade Level A player must be in the 6th grade or under as of October 1, 2017 and cannot turn 14 prior to September 1, 2018
- f. 7th Grade Level A player must be in the 7th grade or under as of October 1, 2017 and cannot turn 15 prior to September 1, 2018.
- g. 8th Grade Level A player must be in the 8th grade or under as of October 1, 2017 and cannot turn 16 prior to September 1, 2018.
- h. 9th Grade Level A player must be in the 9th grade or under as of October 1, 2017 and cannot turn 17 prior to September 1, 2018.
- i. 10th Grade Level A player must be in the 10th grade or under as of October 1, 2017 and cannot turn 18 prior to September 1, 2018.
- j. 11th Grade Level A player must be in the 11th grade or under as of October 1, 2017 and cannot turn 19 prior to September 1, 2018.
- k. 12th Grade Level A player must be in the 12th grade or under as of October 1, 2017 and cannot turn 20 prior to September 1, 2018.
- l. 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.

9. Home School Eligibility: Home School player's age and grade will be determined as follows:



- a. Grade may only be determined for Homeschool students who have registered with the State Department of Education and belong to an accredited home school organization. For verification of grade, the student must provide an original letter from the accredited organization (on organization stationery) stating the grade level in which he/she is enrolled. This letter must be approved by the
- b. Area Director from the state the player is registered
- c. Eligibility for Home School participants without proper grade verification will be determined by age and birth date only. These players are not eligible to be categorized by grade or grade exception.

10. Acceptable Forms of Age Verification:

- a. Original or copy of birth record from the state, country, or municipal Bureau of Vital Statistics at the place of birth.
- b. Current and valid Passport.
- c. Copy of the delayed registration of birth if the athlete's birth was not recorded on his or her day of birth; issued by the same governing bodies.
- d. Consular Service Form FS240 (Report of Birth) issued by the U.S. Department of State.
- e. Immigration and Naturalization Forms I-151 and I-25 and Form 43 R311-7 issued by the U.S. Department of Justice.
- f. Valid state-issued Driver's License.
- g. Valid state-issued Identification Card.
- h. Acceptable Form of Grade Verification:
 - Original or copy of report card that includes the player's name, school name, school address, school phone number, current grade, and current school year.
 - Original or Copy of participant's current-year progress report that includes the player's name, school name, school address, school phone number, current grade, and current school year.

Residency:

- i. A player must participate with a team registered in the state of his legal residency with the following exceptions:
- j. A player enrolled at an educational institution located outside of his legal residence may elect to treat the state in which the school is located as his state of residency.
- k. A player who is subject to a written joint custody arrangement may elect to treat the state of either custodian as his state of residency. The state in which the player participates in their first event will be considered their official state of residency for the remainder of the season (September 1 – August 31). A player who meets all eligibility guidelines may attach to a team from any state with a common border of the players legal residency.



11. Multiple Team Participation:

- a. A player is not allowed to participate on two different teams within the same grade level.
- b. A player who meets all eligibility guidelines may only participate in up to two different grade levels within the same tournament provided both teams belong to the same organization, and have the same identical team name. However, a player may not participate in a Semi-Final or Championship game unless he/she participated in at least one game with each team prior to the Semi-Final or Championship game as part of the same tournament.
- c. A player who meets all eligibility rules and participates on more than one team during the same tournament may only play a maximum of six games within any two-day span.
- d. A player that meets all eligibility requirements and participates in two different grade levels must be listed on both rosters.
- e. A player is not allowed to play in two or more games at the same time.

12. Credentials and Eligibility Review:

- a. The State/Area Director or designated Host organization is responsible for reviewing the credentials of players and teams to verify membership and eligibility qualifications.
- b. Eligibility Disqualification: All coaches and team administrators are responsible for ensuring their team meets all eligibility requirements for participation in Big Shots sanctioned events.

13. Eligibility disqualifications will be governed as follows:

- a. If a player is found to be ineligible prior to the start of a sanctioned event, the player will be expelled from the event and the team will continue.
- b. If a player is found to be ineligible after an event has started, the player will be expelled from the event and the team will forfeit all games in which the ineligible player entered a game or was entered on the official game score sheet. The team may continue to participate, if applicable, without the expelled player.
- c. If a coach is found to have prior knowledge of ineligible player(s), the team will forfeit all games in which the ineligible player entered a game or was entered on the official game score sheet. The coach will be immediately expelled from the tournament and is subject to additional sanctions and/or disciplinary action.

14. Team Attachment:

- a. A registered player who meets all eligibility guidelines becomes officially attached to a team when he/she competes with that team for the first time in any GBL



Licensed event held during the current annual season from September 1st – August 31st.

15. Boys Team Restriction:

- a. Boys must only play on a boys' team.

16. Girls Team Restriction and Exception:

- a. Girls must play on a girls' team with the following exceptions:
- b. A girl may play on a boys' team in grade-levels 2nd, 3rd, 4th, and 5th.
- c. There is a limit of three (3) girl's players on a boy's roster for eligible grade levels.

17. Unanswered Eligibility Questions:

- a. Any unanswered questions pertaining to the eligibility of a player or team shall be directed to the event Host.

18. Team Roster Limit:

- a. Team rosters are limited to fifteen (15) active players per team.

19. Bordering States Limit:

- a. Certified Event, A team may have a maximum of allowed out-of-state players on their official roster from bordering states. See Rule for residency restrictions (Live event only).

20. Roster Changes:

- a. Roster deletion requests must be made in writing to Event. Deleted players still count against your original roster total. Once a roster has reached 12 active players, up to 3 additional players may be added (maximum 15 players per roster). Players added to a roster via a transfer must meet all eligibility standards of that grade/division as well as the transfer requirements listed in Rules. Transferred players still count against your original roster total. Once a roster has reached 12 active players, up to 3 additional players may be added (maximum 15 players per roster) for an extra cost.

21. A team's official Roster is considered final and official for competition in the event except as outlined in Rules. Contact GBL, LLC for any additional information pertaining to roster.

22. Game logistics: GBL Body of Rules:

- a. All tournaments will be played under 2017/2018 [National Federation of High Schools \(NFHS\)](#) rules along with 2017/2018 GBL Rules and Regulations.



23. Length of Games: Length of games will be played under the following guidelines: 2nd, 3rd Grade 4th, 5th, 6th Grade 7th, 8th, 9th, 10th, 11th, 12th

- a. Grade 2-12 minute halves
- b. 2-14 minute halves
- c. 2-16 minute halves

24. Length of Overtime:

- a. Length of overtime period will be played under the following guidelines:
- b. 2nd, 3rd, 4th, 5th, 6th Grade 1 minute for 1st OT, 2 OT Sudden Death, 1 TO per period
- c. 7th, 8th, 9th, 10th, 11th, 12th Grade 1 minute for 1st OT, 2 OT Sudden Death ,1 TO per period 5.4 5.5 5.6 Length of Half-time: Length of half-time will be a minimum of one (1) minute.
- d. Length of Pre-Game Warm-Up: Minimum pre-game warm-up is five (4) minutes.

Boys Basketball Specifications:

Basketball specifications for boys games are as follows:

- e. Boys 2nd, 3rd, 4th, 5th, 6th Grade 28.5" (official women's size) Boys 7th, 8th, 9th, 10th, 11th, 12th Grade 29.5" (official men's size)
- f. Girls Basketball Specification: Ball specification for all girls' divisions is 28.5" (official women's size).

25. Basket Height Specification:

- a. All grade levels will use regulation 10-foot height baskets.

26. Running Clock Rule:

- a. At the time a winning team gains a lead of twenty (20) or more points during any half of a game, the clock will not be stopped (except for a time out, technical foul, injury, or emergency – clock starts when ball is legally touched after dead ball is in-bounded) until the trailing team brings the point difference under twenty (20) points or the 1st half and/or under 15 point in the 2nd half.

27. No-Press Rule:

- a. At the time a 2nd, 3rd, or 4th grade winning team gains a lead of twenty (20) or more points during the second half of a game, they must play defense behind the half-court line. A team's first offense will result in a Warning. Any team's second or subsequent offense will result in a 2-shot Administrative Technical Foul.

28. Pool Play Tiebreaker Order:

Ties after completion of pool-play games will follow the tie-breaker order listed below:



- a. Tiebreakers in which two (2) teams are tied, head-to-head competition between the teams will determine the winner.
- b. Tiebreakers in which more than two (2) teams are tied, a point differential system will be applied. The point differential of the teams involved in the tie is totaled. Teams are then ranked according to the sum of the point differential with the highest number placing first, the second highest placing second, etc. Teams will receive a maximum of +15 points for a win and a maximum of -15 points for a loss (including forfeits).
- c. If two (2) teams are still tied after the application of tiebreaker ruling, the tie will revert back to If more than two (2) teams are still tied after the application, the point differentials of the teams not involved in the tie are added, and the results recalculated.
- d. If two (2) teams remain tied after the application they would revert to the first tiebreaker system. Example: Team A is 2-1 with wins of 56-32 & 64-45 and a loss of 56-64. Total defensive points determined are 141. Repeat the same procedure for the remaining two teams. The team with the lowest points allowed will determine the teams' order of placement. If two (2) teams remain tied after defensive points are calculated, there will be coin flip.

29. Uniforms:

- a. All teams must adhere to the following uniform guidelines
- b. All teams must have either reversible jerseys (one light color side and one dark color side) or two sets of jerseys (light set and dark set).
- c. The home team in each game will wear light-colored jerseys.
- d. Jerseys must have permanent numbers on both front and back of jersey.
- e. International rules will apply to numbers; any number from "00" to "99" is permissible.
- f. Numbers are required on both sides of the jersey. Numbers must be at least two (2) inches on front of jersey and at least four (4) inches on back of the jersey.
- g. If undershirts are worn, they must match the dominant color of the jersey.

30. Participant Conduct:

- a. The conduct of players and coaches should be above reproach both on and off the court. Any misbehavior or misconduct, on or off the court, will be subject to individual and/or team disqualification from an event as well as suspension or expulsion from participation in future events.

31. Coach's Responsibility:



- a. Each coach will be responsible for all members of his/her team before, during and after games, including all parents and spectators representing their team.

32. Coaches Restriction:

- a. No person may coach for any team competing in an event for which he/she is the Tournament Director.

33. Team Designee:

- a. Each team will designate an individual as the contact person in the event of any problems or concerns.
- b. Any damage to a hotel, house, restaurant, property and/or playing facility by anyone associated with his/her team is the responsibility of the team designee.

34. Unsportsmanlike Disqualification:

- a. A team and/or player is subject to immediate disqualification from a tournament for any conduct deemed inappropriate, unacceptable, unsafe and/or abusive by the tournament staff. This includes but is not limited to defacing and/or destruction of rental homes, hotel/restaurant or game site property, trashing team bench area, fighting, unsportsmanlike play and/or conduct, or ineligible players. Any disqualification is the sole decision of the tournament officials. An ejection of any player, coach, parent, or spectator representing a team will result in a minimum of a one game suspension and up to dismissal from the event. A second ejection within the same event will result in suspension from the tournament. No refunds will be issued in the event of disqualification.

35. CO-OP Tournaments:

- a. CO-OP Tournaments are non-qualifying events that have been approved. GBL staff has found that keeping these tournaments on an individual-type basis helps to ensure the quality of the teams participating. In states where the Qualifying Tournaments are large, Invitational Tournaments can be used to help seed the competition for the Qualifying Tournament.

36. GBL Live Tournaments:

- a. Live Tournaments are NCAA qualifying event, where collegiate scouts and coaches receive invitations for the purposes of recruiting. Participants in Live tournaments must be pre-registered with the NCAA and are subject to their rules and guidelines. State Championship Tournament: Qualifying for the National Championship Tournament varies by State. Please contact your area Director for more information. Each team may only qualify for the National Championship through one State Championship Tournament.



37. Cross-State Qualifying:

- a. Qualifying for the National Championship from a State Championship Tournament other than a team's registered state requires written approval. These requests are only considered in unique circumstances or situations in which extreme distances to participate are not reasonable in comparison to a team's geographical location.

38. Entry Fees:

- a. Determined By Host

39. Entry fees are established as follows:

- a. Determined by Host

40. Contact State Director Regional Championship:

Equipment:

- a. Equipment Items: Equipment such as basketballs, drinks, towels, etc., may or may not be acceptable at game sites. Check with the tournament host regarding acceptable and restricted items for each facility. GBL and/or the game sites are not responsible for any items lost or stolen during any games, so be certain to use proper security precautions

Bench Decorum:

- b. Only eligible players plus a maximum of three (3) officially Registered non-athletes (this includes any coach, statistician, ball boys/girls, and/or other staff) may be on the team's bench.

41. Violation of this rule will result in one warning.

- a. The team will then have 1 minute to clear the bench of anyone not listed on the official roster. If the team fails to comply with rule the violator(s) will be ejected.
- b. Team statisticians and/or scorekeepers are not permitted to sit at or behind the official scorer's table.

42. Protests:

Official protests must meet all of the following guidelines:

- a. Upon alleged infraction, protest must be communicated immediately to the official scorer's table by the head coach (or assistant coach if the head coach has been ejected).



- b. Upon completion of the game, protest must immediately be communicated to the Site Director by the head coach.
- c. A written or typed protest must be delivered in person to the Tournament Director within two hours of completion of game. E-mail or faxed copies will not be accepted.
- d. A \$100.00 (Cash only) fee must accompany the written/typed protest and be delivered to the Tournament Headquarters within two hours of completion of the game.
- e. Protests pertaining to an official's judgment call will not be considered. Protests in which a potential rule infraction has occurred may be considered if the infraction had a direct impact on the outcome of the game and falls within the guidelines of the correctable error rules.
- f. A committee will consider all protests and make every attempt to provide a ruling prior to the team's next scheduled game.
- g. Successful protests will result in refund of the \$100.00 protest fee. Unsuccessful protests will result in forfeiture of the \$100.00 protest fee.

43. Awards:

- a. Awards are guaranteed to include minimum first and second place.

44. Emergency Forms of Age or Grade Verification:

- a. At the discretion of the Tournament Director or designated representative, he/she may accept an official state or school letter or document indicating the player's current age or grade. The address, contact name, and phone number of the school and forwarding official must also be included on the document to verify the validity of information and documentation.

45. Player Certification Requirement:

- a. Any player not present on Registration Day will be required to become certified before he/she is allowed to participate in a game. The player is considered ineligible until certified by the Tournament Director, Assistant Tournament Director, or designated GBL Representative.
- b. A player is not allowed to participate on two different teams within the same grade level.
- c. A player is not allowed to play in more than one game at the same time.

46. Mandatory Coaches Meeting:

- a. A mandatory coach's meeting may be held prior to the start of the tournament. If so, only officially registered coaches will be allowed to attend the mandatory coach's meeting. A monetary fine will be charged to all teams that do not have a representative present at this meeting. The fine will be deducted from the team's Performance Bond.

47. Championship Pairings:



- a. Pairings will be completed by the Host prior to play and will be posted on the website prior to the tournament. Final schedule will be distributed during registration at the Tournament. Seeding is determined by the order of a teams finish record.

48. Championship Divisions:

- a. A team is only allowed to participate in the Championship (Divisions 1 and 2) in the division for which they qualified in their respective division. Example: A team that qualifies as a Division 1 team in their respective grade may not play in the Division 2 level at the Championship. All bench personnel must wear pants or dress shorts, collared or mock shirt, and dress or athletic shoes. T-shirt style shirts are allowed provided they are silk screened or embroidered with the team or organization name or logo. Basketball shorts and/or "cut off" shorts, warm-ups, non-team t-shirts of any type, hats, jeans, sandals, slides and flip flops are not permitted. Any hooded garment or headgear is not permitted.
- b. Each violation to the bench personnel attire rule will result in a two-shot technical foul (administrative, not charged to the coach). This rule applies to all personnel who sit on the bench.

49. Bench Credentials:

- a. All bench personnel must visibly wear an appropriate bench pass/credential at all times to be allowed on the bench during games.

50. Forfeits: Forfeits will governed by the following two rules:

- a. A team that forfeits more than one pool play game is automatically disqualified from the National Championship Tournament and will forfeit its Performance Bond.
- b. A team that forfeits their final scheduled bracket play game will lose their Performance Bond, official place in the tournament, team awards, and are subject to further sanctions.

51. Official Basketball:

- a. All divisions will play with an approved composite leather basketball.

52. Officials:

- a. All officials are certified and registered with their respective state official's association. Officials will be supplied by the tournament administrators.

53. Facilities:

- a. All games will be played on regulation courts. Locker rooms may not be available for team use. Teams should come to each game dressed in uniforms.



54. Lodging:

- a. Host has reserved and negotiated special rates for all event teams and their fans. All teams are preferred to book lodging through the official housing provider and stay in an approved hotel/lodging facility for the duration of the event. A list of all approved lodging options is available to all the teams.

55. Transportation:

- a. All teams are responsible for their own transportation to and from each game site.

56. Equipment Items:

- a. Equipment such as tape, towels, etc., will be acceptable in the gyms and are to be furnished by the participants. Event Host and/or the game sites are not responsible for any items lost or stolen during any games, so be certain to use proper security precautions.

57. Video Taping & Photography: All teams must adhere to the following video and photography guidelines.

- a. Photo cameras will be allowed in all gym facilities provided they do not distract participants, officials, and staff or inhibit the operation or execution of games. Use of flash photography is not permitted during games.
- b. Video cameras will be permitted in all facilities provided they do not distract participants, officials, and staff or inhibit the operation or execution of games.
- c. GBL staff reserves the right to deny use of any camera, video, or related piece of equipment for any reason