



YOUTH* AGES (12-15)** ***BASKETBALL

REGISTRATION HANDBOOK & TEAM PACKET



Welcome to the Z Games Adult Basketball Tournament. This handbook outlines team eligibility, registration requirements, match format, conduct standards, and tournament authority.

All participating teams and players are responsible for reviewing and understanding this handbook prior to registration.

SECTION 1: REGISTRATION INFORMATION

1.1 Team Eligibility

- Each team consists of **five (5) players on the court**.
- A team may not play with fewer than **three (3) players**.
- Maximum **eight (8) players** may appear on the official roster/game card.
- Age requirement: Players must be **12-15 years old** at the start of the tournament.

Proof of age may be required.

1.2 Registration Requirements

Each team must submit:

- Completed Team Registration Form
- Official team roster (maximum 8 players)
- Jersey numbers for all players
- Signed Code of Conduct agreement for each player
- Signed Liability Waiver for each player (parent/guardian if under 18)
- Emergency contact information for each player
- Registration fee (if applicable)

Incomplete registrations may not be accepted.

1.3 Team Captain Responsibilities

Each team must designate one Team Captain.

The Team Captain is responsible for:

- Ensuring all players are eligible and properly registered
- Submitting accurate roster information (last name and jersey number)
- Communicating schedule updates to the team

- Ensuring team compliance with rules and sportsmanship standards
- Representing the team in discussions with officials

1.4 Check-In Requirements

- Teams must check in prior to their first scheduled game.
- Teams should arrive at least **15 minutes before game time**.
- Teams arriving late may forfeit at the discretion of the tournament organizer.
- A defaulted game will be recorded as **2-0**, unless the defaulting team is behind at the time of default (in which case the score stands).

SECTION 2: GAME FORMAT & TIMING

2.1 Preliminary Games & Warmups

- Teams are allotted **5 minutes of warm-up time** before each match when the tournament is running on schedule, with both teams warming up simultaneously on their respective halves of the court, timed by the referee.
- If a prior match finishes early and time permits, teams may warm up until their scheduled match start time. Warm-up duration is ultimately at the discretion of the **referee and Tournament Director** based on whether the tournament is on schedule or delayed.
- Two (2) **12-minute** running-time halves
- Five (5)-minute halftime intermission
- Clock stops:
 - During all free throws
 - On any whistle in the final 2 minutes of the second half

2.2 Final Games

- Four (4) **7-minute quarters**
- Two-minute intermission between quarters
- Last quarter uses **stopped clock**

2.3 Overtime

- Three (3)-minute overtime periods
- Two-minute intermission before overtime
- Successive overtime periods played until a winner is determined

2.4 Time-Outs

- Two (2) time-outs per half
- One (1) time-out per overtime period
- Time-outs are one minute in length
- Time-outs do not carry over between halves or overtime periods

SECTION 3: ROSTER & UNIFORM REQUIREMENTS

3.1 Roster Submission

- Last name and jersey number of each player must appear on the game card before the game begins.

- Late-arriving players must already be listed on the official roster.

No additional players may be added after the registration deadline without approval from the Host Committee.

3.2 Uniform Requirements

- All team members must wear shirts of the same color.
- Each player must have a clearly visible and unique jersey number.
- Proper basketball shoes are required.
- Jewelry should not be worn for safety reasons.

SECTION 4: CONDUCT & DISCIPLINE

All players must:

- Demonstrate sportsmanship at all times.
- Respect referees, opponents, and tournament staff.
- Accept referee and tournament decisions as final.
- Avoid abusive language or aggressive behavior.

Unsportsmanlike conduct may result in:

- Warning
- Technical foul
- Ejection
- Tournament disqualification

Disqualification Rules

A player is disqualified for:

- Six (6) personal fouls
- Two (2) technical fouls
- A flagrant foul
- Unsportsmanlike conduct (official discretion)

Provoke & Retaliation Rule

To ensure safety:

- Any individual who provokes physical harm:
 - Immediate ejection from game and tournament
 - **Three (3) year ban**
- Any player who retaliates:
 - Immediate ejection
 - **Two (2) year ban**

Zero tolerance will be enforced.

SECTION 5: TOURNAMENT AUTHORITY

- The Host Committee and ZSC Sports Coordinator reserve the right to modify rules without prior written notice.
- Professional referees' rulings and interpretations will govern gameplay.
- Participation constitutes agreement to all tournament rules and decisions.

SECTION 6: TEAM ACKNOWLEDGMENT

By registering, the Team Captain and players confirm that:

- They have read and understand this handbook.
- They agree to comply with all tournament rules.
- They accept the authority of referees and the Host Committee.
- They assume all risks associated with participation.