



ASIANHOOPS.COM
18TH ANNUAL 5 on 5 FRIENDSHIP CUP
Saturday, September 22, 2018

Roosevelt Park (Grand Street & Forsyth Street)

BOYS 18U

<u>TEAM NAME</u>	WON	LOSS	+/-
A1. YOUNG LIFE ROCKITS			
A2. 2 BRIDGES ELITE			
A3. GOLDEN HORIZON CRUISERS			

Format: round-robin. All teams will play against each team in their group. Upon completion of the second game for each team, the top seeded team will advance into the championship game; teams seeded 2nd and 3rd will play for the opportunity to advance into the championship game. Each team guaranteed to play 3 games.

Note: Each team is to report to the designated court at **least 20 minutes prior** to the start of your scheduled game. In the case of games ending quicker than expected or if there are any cancelled games due to forfeit, **we will take that opportunity to start the next game that is scheduled**. If your team isn't present, you can be forfeited too.

Note: Each team is required to provide 2 players to score keep during the tournament. Please check the team scorekeeping chart to see when your team is scheduled to work the table.

GAME TIME	GRAND 2
9:50a – 10:40a	A1 – A2
10:40a – 11:30a	A1 – A3
11:30a – 12:20p	A2 – A3
12:20p – 1:10p	playoff: 2 nd seed vs. 3 rd seed
1:10p – 2:00p	championship: 1 st seed vs. 2 nd /3 rd winner

2018 BOYS 18U CHAMPION _____

TEAM SCOREKEEPING ASSIGNMENTS

TIME	GRAND 1	GRAND 2
9:00am	Rockits 18	Rockits 18
9:50am	loser of previous game	winner of Titans/Rockits
10:40am	loser of previous game	2 Bridges Elite
11:30am	winner of 9:50am game	Rockits 18
12:20pm	ROCKITS	to be announced
1:10pm		to be announced

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RULES, REGULATIONS, and TOURNAMENT FORMAT

NCAA rules apply in all games subject to the following modifications:

1. Each team will play in at least three games throughout the tournament. Upon completion of the preliminaries, teams will advance into the playoff round dependent of their seeding.
2. The length of each game is either 16 or 18 minutes per half. The first half is running time with the last 15 seconds stop time. The last two minutes of the game is stop time. During the last minute, the clock stops on all made baskets and any whistles by the referee.
3. Overtime will be as follows: 2 minutes total with the last minute=stop time.
4. Each team will be entitled to two (2) time outs per game. They do not carry over into overtime. Each team is allowed one time out in the overtime period. Halftime is two (2) minutes.
5. One and one situation will be in effect on the seventh (7) team foul. Two shots will be awarded on the tenth(10) team foul. Players may enter the free throw lane on the release of the ball, while the shooter waits until it hits. The 4-2 rule will be in effect.
6. Each team must begin the game with five players. After fouling out, a player may not reenter.
7. Each player is allowed five (5) personal fouls and on the fifth foul that player will be disqualified. If a team has less than five players on the court, they can continue to play or forfeit or until the team has less than two players.
8. Flagrant fouls will be penalized with foul shots and/or ejection from the tournament. Fighting is strictly forbidden and players and/or teams may be disqualified from the tournament. The following penalties will be assessed immediately: 1st fight - player or players will be disqualified from the tournament. 2nd fight - team will be disqualified from the tournament.
9. A team not ready to start their game will forfeit. Teams are required to be present (1/2 hour prior) at the designated court for their game.
10. Each team must wear uniforms that are of the same color and with numbers designated on the front or back. Failure to do so will result in technical fouls for each player without the proper color and a number. Each team should have two sets of colored shirts (one light color and one dark color).
11. When asked, all participants must be able to present some type of photo identification (passport, birth certificates, etc.) that proves their age or nationality. If a protest is lodged, the burden of proof is on you to prove otherwise. Failure to do so will result in your disqualification from the game and tournament. All protests must be lodged by the coach and/or team captain by notifying the tournament coordinator in the respective gym before the start of any scheduled game.
12. Players may play on more than one team as long as it is not in the same age or letter division.
13. NO DUNKING IS PERMITTED DURING ANY WARM UP TIME OR ANYTIME, EXCEPT DURING THE GAME.
14. TEAM FORFEITS: Any team that forfeits a game either by not showing up on time or walking off the court during a game may be disqualified from the tournament pending the approval of the tournament director.
15. Tie breaking Procedure: two-team tie - head to head, win/loss between the two teams tied. Three-team tie - head to head among three teams tied, then total point differential of the three teams tied against each other. If two teams are tied after this, go back to head to head. Further ties, total point differential of teams in your division. Four team ties - settle the highest ranking team first, then revert back to three team tie break rules, and so on. Point differential is capped at maximum of twenty (20) per game.
16. **Only players of at least 50% East/Southeast Asian descent** are eligible to participate in the tournament. The definition of a player of East/Southeast Asian decent is as follows: at least one parent must be of 100% East/Southeast Asian heritage. (Nationalities are as follows: Chinese, Filipinos, Koreans, Vietnamese, Thai, Cambodian, Burmese, Malaysian, Indonesian, Singaporeans and Japanese) The burden of proof is on the player. If a player's eligibility is challenged, then he/she must present documentation that is legible (questions - please email us). Exception: Players of South Asian descent (Indian, Pakistani, Bangladesh) will be accepted to play on a case to case basis (proof of ethnicity will be required in advance) in the following divisions: Boys 18+ and all men's divisions. Contact the tournament coordinator at prior to registration.
17. Food and Drink: please throw all garbage in there proper receptacles.
18. Conduct: Each team is responsible for the conduct of its players, fans, etc. There is a zero tolerance policy regarding fighting and acts of violence. Any player or team personnel committing an act of violence will be (i) ejected from the game, (ii) disqualified for the remainder of the tournament and (iii) asked to leave the venue immediately. If circumstances warrant, violators will be remanded to local law enforcement authorities. Also, at tournament staff/directors discretion, any player, coach, team support personnel, tournament participant, or fan exhibiting conduct unbecoming to the event may be subject to disqualification from the tournament and ejection from venues at any time.
19. Eligibility Protest Procedures: Teams must submit eligibility protest to referee and tournament coordinator prior to the start of game Each protest must include a fee of \$50 in cash payable to the tournament organizer. If protest is valid and upheld, your \$50 will be refunded. If your protest is invalid or you are wrong, then the \$50 will not be refunded.
20. Work Teams: Teams are required to work their assigned games. We appreciate your help as this will help make the tournament run smoother.