



Basketball - Youth

Team Size: 12 players maximum, plus one coach. (No roster additions after first game)

Age Division: Age is determined by grade as of School year 2012-2013. **Youth may play up.**

Coaches must have verification of players grade. Player will be declared ineligible if no verification is available. Youth players may play up and may participate on more than one team (if in different divisions)

Youth Level	Division based on Grade for 2012-2013
Boy's Junior I	6th Grade
Girl's Junior I	6th Grade
Boy's Junior II	7th Grade
Girl's Junior II	7th Grade
Boys Junior III	8th Grade
Girls Junior III	8th Grade
Boy's Freshman	9th Grade
Girl's Fresman	9th Grade
Boy's Jr. Varsity	9th - 11th Grade
Boy's Varsity	9th - 12th Grade

Divisions are limited to 10 teams per bracket

Girls JV and Varsity, contact Casey McClellan at 435-865-8422 or mccllellan@suu.edu, if interested in competing.

RULES:

1. Utah High School Activities Association rules, with some exceptions:
 - a. No dunking in the SUU PE building or the SUU Multipurpose building. Penalty will be two (2) technical fouls assessed to the offending player.
 - b. No hanging on the rims allowed.
 - c. Running clock for games with a 3rd quarter point difference of 30 or more and a 4th quarter difference of 20 points or more. Clock will stop for shooting fouls and time outs.

2. Profanity can be assessed a technical foul and the “F” word is an automatic technical.
3. Physical contact with officials, USG personnel, or other players will warrant an automatic ejection from the game and a possible ejection from USG participation.
4. The USG appeal process is as follows:
 - a. The appeal must be made at the time of the occurrence of the alleged misconduct.
 - b. You may appeal the eligibility of a player, as outlined in # 5 below.
 - c. The following appeals will not be recognized:
 - o No appeal as to the judgment of any official including timekeepers and scorers.
 - o No one other than the head coach may appeal a contest.
5. ***“Burdon of Proof” for youth player lies with the coach.*** If questioned, the coach must provide proof of grade or proof of High School eligibility remaining if playing in the Varsity Division. This may require a school letter or principal verification. If no proof is available the player will be declared ineligible and all games in which player participated will be declared forfeit.
6. Player eligibility can only be questioned on the first day of active games.
7. All team waivers must be signed by legal guardian.

Common Rules: All teams should wear legal jerseys with numbers on front and back. Full uniforms with reversible jerseys (one side being white) are recommended.

EACH TEAM IS REQUIRED TO HAVE A SCORE KEEPER/TIMER AVAILABLE FOR EACH GAME. Summer Games provides scorers/timekeepers but a contingency is needed if the scheduled timer/scorekeeper fails to appear. This will help keep games on schedule.

Tiebreaker Rule

Tie Break System

Example:

Record:

Canyon View	3 wins 1 losses
Hurricane	3 wins 1 losses
Hunter	3 wins 1 losses
Ticaboo	1 win 3 losses
Raft River	0 win 4 losses

Winning Score				Losing Score	
Hurricane (+ 12)	83	vs	Hunter		71
Hurricane (+25)	87	vs	Raft River		35
Hurricane (-10)	37	vs	Canyon View		47
Hurricane (+25)	65	vs	Ticaboo		21

Total - Postive 52 points

Hunter (+ 17)	78	vs	Canyon View (- 17)	61
Hunter (-12)	71	vs	Hurricane	83
Hunter (+20)	68	vs	Ticaboo	48
Hunte r (+25)	71	vs	Raft River	38

Total - Positive 50 Points

Canyon View (+10)	47	vs	Hurricane	37
Canyon View (-17)	61	vs	Hunter	78
Canyon View (+23)	61	vs	Ticaboo	38
Canyon View (+25)	70	vs	Raft River	25

Total - Positive 41 Points

Hurricane	Hunter	Canyon View
Game vs. Hunter (Win) = +12	Game vs. Canyon View (Win) + 17	Game vs. Hurricane (Win) = +10
Game vs. Raft River (Win)= +25	Game vs. Ticaboo (Win) = +20	Game vs. Ticaboo (Win) = +23
Game vs. Ticaboo (Win) = +25	Game vs. Raft River (Win) = +25	Game vs. Raft River (Win) = +25
Game vs. Canyon View (Loss) -10	Game vs. Hurricane (Loss) -12	Game vs. Hunter (Loss) = -17
Total Point Difference = Positive 52	Total Point Difference = Positive 50	Total Point Difference = 38

Winner = Hurricane with positive 52 points

Tie Breaker System for Pool Play (2 Teams)

1 - Head to Head

Tie Breker System for Pool Play (3 Teams) with same record

1 - Head to Head

2 - Point Differential in Games played within pool play - maximum of 25 points (example above)

3 - After the second tie-breaker if two teams are still tied we will use head to head to award winner

4 - After point differential if there are still three teams tied we will use total points allowed to determine winner.