

# Academy of Computer Arts and Sciences (ACAS)

a non-profit organization

PO Box 315286  
Tamuning, Guam 96931  
Contact #671-646-2227  
Email: guam.basketball@yahoo.com  
Website: www.guambasketball.com



## TEAM REGISTRATION FORM

Village and/or Club Name: \_\_\_\_\_

Division Team(s) Entering: \_\_\_\_\_

Coordinator/Manager/Coach: \_\_\_\_\_

Cell Number (Required): \_\_\_\_\_

EMAIL ADDRESS (Required): \_\_\_\_\_

All tournament docs and communications will take place electronically via website, emails and texting as part of our efforts in going paperless!

### Important Information:

1. No refunds will be issued after entrance fee payments are made.
2. Two forfeits automatically drop your team in the tournament.
3. Unsportsmanlike behavior will result in a team/player being fined and/or suspended. Please refer to tournament rules and regulations.

I have read, acknowledged and accepted the above items on behalf of the team and organization it represents.

\_\_\_\_\_  
Organization Name (Print and Sign)

\_\_\_\_\_  
Date

Received and verified by ACAS: \_\_\_\_\_  
(Print and Sign)



## TOURNAMENT TEAM ROSTER

Team Name: \_\_\_\_\_

Coach & Contact #: \_\_\_\_\_

Email Address: \_\_\_\_\_

Age Division: \_\_\_\_\_

	Uniform #	Player Name	Date of Birth
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			



# RULES AND REGULATIONS

and

## Standards of Conduct

### Updated January 2020

The Bud Light Golden Hoops Classic (GHC) annual tournaments are made up of volunteer coaches, volunteer assistant coaches, a volunteer tournament coordinator and volunteer gym helpers. *At all times*, we expect all people attending any of the activities for the tournament to follow these basic standards of conduct in order to support the following goals:

1. To practice teamwork and sportsmanship.
2. To ensure the players have fun and compete in a positive environment.

Acceptable standards of spectator behavior include:

- Remain seated in the spectator area during the games.
  - Respect decisions made by officials.
  - Be a role model by positively supporting teams and by not shouting instructions or criticism to the players, coaches or officials. Do not coach from the stands.
  - Make no derogatory comments or gestures to players, coaches, and fans of the opposing team, officials or tournament volunteers.
- **Remember that this is an adult basketball program and are playing for the enjoyment of the sport.**

Games will be played and officiated under the FIBA rules with modifications specified in the attached tournament rules to suit the GHC Tournaments.

Thank you and we look forward to having you at our event.

Elsa Ulloa  
Tournament Coordinator

# Men's Recreation Division

## GHC Tournament Rules

The purpose of the competitive level is to compete and exercise the skills of the players. At no time should winning take priority over the tournament emphasis of teamwork and sportsmanship. Games will be played and officiated under the FIBA Rules and Regulations and Codes of Conduct with modifications as specified below to suit the Golden Hoops Classic Tournament. Games will be officiated by 2 referees, 1 scorekeeper and/or timekeeper. The tournament coordinator will resolve all disputes and questions arising from the interpretation of the tournament rules. No protesting of games will be allowed!

**Playing time:** • All players are required to play during a game and/or by coach's decision. A 2 game minimum is required for a player to participate in the playoffs if applicable. This rule will be enforced!

**Time outs:** Three 30 second time outs are allowed per team per half. Time outs are called at the officials table. No carryovers allowed. The buzzer will sound at 25 seconds.

**Scoreboard/**

**Time:** There will be a 5 minute warm-up period before each game. A running score will be kept. All games will consist of two 20 minute halves. The clock shall run continuously for the duration of all games and not stop except for the following situations: Time outs and serious injury on the floor. The final two minutes of each half will be stop clock for all dead balls. **Note: 24 second shot clock will be used for all games.** Overtime consists of a 2 minute stop clock. One 30 second timeout will be given to each team during overtime play.

**Grace Period:** A team must have a minimum of 4 uniformed players with the same color and design on the court to start the game. Teams violating the uniform code will be issued a technical foul and fined. If a team fails to have 4 uniformed players on the court at the beginning of the game, the game clock will begin to run. Once both teams have 4 players, the first half will begin at the time remaining on the game clock. If a team fails to have 4 uniformed players on the court after a passage of 10 minutes on the game clock, a forfeit will be called. In the case of neither team having 4 uniformed players on the court, a double forfeit will be called.

**Participation:**

- A player may play for more than one team within their club and/or organization provided the teams are in separate age divisions and they are registered with the same club and/or organization name to play with the team in question.
- A player may play in a lower age group than his/her current age, but a player may not play in a higher age group than his/her current age. Cutoff date to meet age requirement is January 1st.
- All players on the same team are required to wear the same color and design uniform. A technical foul will be issued for non-compliance of the uniform rule at the beginning of the game.

**Standards of Conduct:**

- All players must be registered before they are allowed to participate in the tournament. Registration includes being listed on a club/and or organization team roster, required waiver form, and verification of birth date.
- All adults and players are expected to display good sportsmanship at all times. Players must stay seated on their team benches during games. Standards of Conduct will be enforced by the game officials.
- Only 2 coaches are allowed on a team bench. Coaches may stand and give instructions, but must remain in front of their bench and may not leave that area unless time has been called or there is a change in periods. A violation of this may result in a technical foul after a warning is issued.
- Any coach, player and/or fan who violates the rules of the tournament or conducts himself/herself in an unsportsmanlike like manner will be subject to violation fines and/or dismissal of the tournament site. Team coaches are responsible for their fans conduct. Please see attached fine rate.

**WARNING:** **Should any unsportsmanlike, verbal, physical and/or violent behavior occur at any time the team is automatically dismissed from the tournament! At this level and age the coach's, players and fans understand that sportsmanship and positive behavior sets the example for our youth and fans attending. Any violation of the rules will result in a technical foul to include a violation fine and/or the game being stopped and coaches, players and fans will be asked to leave the tournament site.**

## Coed Recreation Division GHC Tournament Rules

The purpose of the recreation division is to build the skills of the players. Games will be played and officiated under the specific FIBA Rules and Regulations and Codes of Conduct with modifications as specified below to suit the GHC Tournament. At no time should winning take priority over the tournament emphasis of teamwork, sportsmanship and basketball skills. Games will be officiated by 2 referees, 1 scorekeeper and/or timekeeper. The tournament coordinator will resolve all disputes and questions arising from the interpretation of the tournament rules. No protesting of games allowed!

- Playing time: • All players will play during a game and/or by coach's decision. One female player is required to remain on the court during game if applicable. A 2 game minimum required for a player to participate in the playoffs if applicable. This rule will be enforced!
- Defense: • **Defense can extend no further then the half court line.**  
• Full court press allowed in the last 2 minutes of each half..  
• Stealing and intercepting the ball is permitted after the offensive player with the ball crosses the half court line.  
• **Mercy rule will take affect with a 30 point lead. Defense must stay inside the three point line. Technical fouls will be issued to team violating this rule after the first warning.**
- Time outs: Three 30 second time outs are allowed per team per half. Time outs are called at the officials table. The buzzer will sound at 25 seconds.
- Scoreboard/  
Time There will be a 5 minute warm-up period before each game. A running score will be kept. All games will consist of two 20 minute halves. The clock shall run continuously for the duration of all games and not stop except for the following situations: Time outs and serious injury on the floor. The final two minutes of each half will be stop clock for all dead balls. **Note: 24 second shot clock will be used for all games.**  
Note: Overtime consists of a 2 minute stop clock. One 30 second timeout will be given to each team during overtime play.
- Grace Period/  
Uniform Code: A team must have a minimum of 4 uniformed players with the same color and design on the court to start the game. Teams violating the uniform code will be issued a technical foul and fined. If a team fails to have 4 uniformed players on the court at the beginning of the game, the game clock will begin to run. Once both teams have 4 players, the first half will begin at the time remaining on the game clock. If a team fails to have 4 uniformed players on the court after a passage of 10 minutes on the game clock, a forfeit will be called. In the case of neither team having 4 uniformed players on the court, a double forfeit will be called.
- Participation: - A player may play for more then one team within their club and/or organization provided the teams are in the same and/or below their age division and registered with the same club and/or organization name to play with the team in question.  
- A player may play in a lower age group than his/her current age, but a player may not play in a higher age group than his/her current age. Cutoff date to meet age requirement is January 1.  
- All players on the same team are required to wear the same color and design uniform. A technical foul will be issued for non-compliance of the uniform rule at the beginning of the game.
- Standards of  
Conduct: • All players must be registered before they are allowed to participate in the tournament. Registration includes being listed on a club/and or organization team roster, required waiver form, and verification of birth date.  
• All adults and players are expected to display good sportsmanship at all times. Players must stay seated on their team benches during games. Standards of Conduct will be enforced by the game officials.  
• Only 2 coaches are allowed on a team bench. Coaches may stand and give instructions, but must remain in front of their bench and may not leave that area unless time has been called or there is a change in periods. A violation of this may result in a technical foul after a warning is issued.  
• Any coach, player and/or fan who violates the rules of the tournament or conducts himself/herself in an unsportsmanlike like manner will be subject to violation fines and/or dismissal of the tournament site. Team coaches are responsible for their fans conduct. Please see attached fine rate.

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### **STANDARD OF CONDUCT**

At all times we expect all participants and their fans in attendance to follow the standard of conduct that support the following goals:

**PRACTICE TEAMWORK AND GOOD SPORTSMANSHIP!!  
TO ENSURE THE SAFETY OF EVERYONE IN A POSITIVE ENVIRONMENT!**

Financial fines will be imposed to participants and/or teams that receive the following during games for sportsmanship and uniform violations:

<u>Description of Violation</u>		<u>Fine</u>	
1.	Personal Technical Fouls		
	First Offense	\$	10.00
	Second Offense	\$	20.00
	Third Offense and Above - Game Suspension plus	\$	60.00
2.	Team Technical Fouls		
	First Offense	\$	10.00
	Second Offense	\$	20.00
	Third Offense and Above - Game Suspension plus	\$	60.00
3.	Verbal and Physical Aggression will not be tolerated!		
	First Offense - Automatic Ejection plus	\$	25.00
	Second Offense - Game Suspension plus	\$	50.00
4.	Uniform Code Violation		
	Technical foul plus fine payable before next game.	\$	10.00

**Please note:**

Violating parties will not be allowed to further participate until fines are paid in full.

This will be enforced!

**Warning: Unsportsmanlike behavior will not be tolerated! See tournament rules.**

First warning will be issued to the coach, player, team bench and/or booster fans.

Second warning will result in a technical foul to the violating party.

Third warning will result in a stoppage of game followed by a forfeit to the violating team.

Note: Any player accumulating a total of 3 game suspensions will automatically be banned from participating in any further tournaments for a period of 12 months.



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