



Connecticut Sports Management Group, Inc.

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2022 Nutmeg Holiday Festival Basketball Tournament Rules



- All teams are guaranteed a minimum of three (3) games.
- All games will be officiated by certified board officials (IAABO).
- All coaches are responsible for assuring that all players are properly equipped.
 - Proper equipment includes but is not limited to: No jewelry, proper footwear, and numbered uniforms.
- Teams are to provide their own practice & game balls.
 - Boys in the 6-8 grades will play with an official sized (29.5") Basketball
 - Boys in the 4-5 grades will play with an intermediate sized (28.5") Basketball
 - Girls in the 5-8 grades will play with an intermediate sized (28.5") Basketball
- **Acceptable Proof of Age: Pre-Submitted League Certified Travel Rosters passing standards by CSMG, government issued photo ID with DOB or birth certificates.**
- Locker rooms will be **NOT** be available.
- Teams will be allowed a maximum of 15 players, 3 coaches and 1 scorekeeper for credentials and awards.
- Each team needs to provide a score keeper for each game.
- The home team will keep the official book. The away team will keep the back-up book.
- The home and away team will be declared by coin flip for all pool play / round robin games. The higher seeded team will be the home team for all play-in and championship games.
- Team Trophies will be awarded for 1st Place Teams and 2nd Place Teams will receive Nutmeg State Games Medals.
- Only the opposing team's coach who is playing a scheduled game can protest a player's eligibility. Player eligibility protest must be taken to the scorer's table **before** the start of the game. Documentation/proof must be presented upon request. If the coach cannot provide proper proof of age for their player(s) being protested, then player(s) **will not be allowed** to participate until proof is provided.
- **Inappropriate behavior will not be tolerated! The tournament director or referee may remove players, coaches or spectators from the game or tournament for inappropriate behavior. We are here for the KIDS. We do NOT allow or condone poor sportsmanship.**
 - **This can include but is not limited to: berating refs and coaches, yelling at opposing spectators, and disrupting the game in any possible way.**
- Any player or coach ejected from a game **may not** participate in the team's next game.
- ALL AGE Divisions: Two **Twenty** minute halves running time. Five minute halftime. Clock will stop last two minutes of each half and for all Time-Outs. Two time outs per half (non-accumulative) which include one full and one thirty second time out. Two minute overtime period (stop time) and one additional time out per team (30 seconds). After two overtimes, we will go into a one minute overtime until the game is decided.
- Pressing: Full court pressing is allowed, however, there will be no pressing if a team is 20 points ahead.
- Grace Period: All teams will be given a 15 minute grace period beginning at the start time of their scheduled game. At the end of 15 minutes if a team official has not contacted the Tournament Administration a forfeit will be declared.
- The score of all forfeits shall be 15-0.
- The Tournament Director has the right to alter rules, bylaws and bracket structure as needed.



Tie Breaker Information

Two-Team Ties: In the event of a two-way tie in the standings, the following tiebreaker system will be used (in-order) until the tie is broken.

1. *Head to Head Record*
2. *Point Differential (15 Point Maximum)*
3. *Points Allowed*
4. *Points Scored*
5. *Record Against Common Opponent*
 - *Only applies to teams within the same pool / round robin*
 - *To select the common opponent = highest seeded team within the same pool / round robin*
6. *Coin Toss*

Ties Involving Three or More Teams: In the event of a tie among three or more teams, the tie breaking system (above) will be used (in-order) until the highest seeded team is determined. Once the highest seed is determined, the remaining tied teams will RESTART from the BEGINNING of the tie breaking system / criteria.