

TAMPA BAY MASTERS BASKETBALL RULES, ETC.

(borrowed from MBA)(Updated 3.26.2019)

What are the age divisions for TBM?

The Tampa Bay Masters is offering 7 age Divisions for 2017. Men's 40+, 45+, 50+, 55+, 60+, 65+, and 70+.

How is age eligibility determined?

Team division age is determined by youngest player on your roster. Players are eligible to play in an age division if they have reached the age of that division in the calendar year of the tournament. For example, if your 50th birthday occurs in any month of 2020, you would be eligible to play in the 50+ Division. Although not recommended, players may also play down in a younger division.

How do I enter a team?

Go to TampaBayMasters.com, click on the REGISTER tab from the left menu. All necessary information, including fees and entry deadlines are contained on that page.

Our venues and time schedule can accommodate a total of 45 teams within our 7 age divisions. Divisions are 4, 5, 6, 7 or 8 teams. All team entries are on a first come, first served basis. The Masters Basketball Association, Inc. reserves the right to refuse any entry and has the final decision on all team entries.

How many games will my team play?

Every team is guaranteed to play a minimum of 3 games. Most teams get 4 or 5 games. We try to limit one game per day, but you may have two games a day based on division. Our goal is for you to leave Sunday and feel like you played some hoops!

How are teams bracketed and how does my team advance?

Four Team Division

In a 4-team division, you play each team in the division once in preliminary play. The top 2 teams play for championship (1st and Runner Up), the other two teams play for 3rd and 4th place.

Five Team Division

In a 5 team Division, each team plays one of the other teams in the group. Each team may have a bye during the tournament. The Champion is determined by the Master's tie breaking rules. (see **How does the Tie Breaker System work for advancing below**)

Six Team Division

In a six-team division, there will be 2 pools of 3. Teams will play each team in their pool. The top 4 teams in each pool will be put in FINAL FOUR bracket to compete for 1st and Runner Up on Sunday. 3rd place teams from each group will play against each other.

Seven Team Division Advancement

In a seven team division, there will be 2 pools 1 with 3 teams, 1 with 4 teams. The teams in the 3 team pool will each have a bye during the preliminary round, so they may have a day without a game. Teams will play each team in their pool. The top 2 teams in each pool will be put in FINAL FOUR bracket to compete for 1st and Runner Up on Sunday. The 3rd and 4th place teams from each group will play against each other (3 plays 3, 4 would not have a game) or we may create a "runner-up" bracket playoff giving one team a bye, depending on game capacity for that given tournament.

Eight-Team Division Advancement

In a eight-team division, there will be 2 pools of 4. Teams will play each team in their pool. The top 2 teams in each pool will be put in FINAL FOUR bracket to compete for 1st and Runner Up on Sunday. The 3rd and 4th place teams from each group will play against each other (3 plays 3, 4 plays 4) or we may create a "runner-up" 4 in a bracket playoff depending on game capacity for that given tournament.

How does the Tie Breaker System work for advancing?

Quite often there will be ties in your bracket based on the win - loss records. In order to determine advancement, the following system will be used:

- Record: Win - Loss Record: If teams are tied then we look at-
- Head to Head: If two tied teams did not play each other or if all the teams in the bracket are tied, then we go to-
- Points Scored: You can accumulate up to a total of (plus 15) or (minus 15) points per game based on the scores of each of your preliminary games. The points are totaled to arrive at a grand total. Example: (+8, -10, +12 = +10). The team with the highest point total advances. If teams are tied with points, we then look at-
- Points Allowed in the Preliminary Games: The team with the least allowed points (best defensive effort) will advance.

- Coin Flip: Higher seeded team makes the call.

Rarely will the tie breaker determination go beyond bullet 3 - Points
It is important for Team Organizers to track your point total throughout the weekend.

What are the uniform requirements?

Jerseys - Each team must have a light and a dark jersey for each player with regulation basketball numbers on either the front or back (both preferred). A reversible jersey is acceptable. All jerseys must be of the same color and style.

Shorts - Each team must wear shorts of the same color and style. For example if you select red shorts with a white stripe, all players must have red shorts with a white stripe. Experience shows that a solid color short; black, red, white, blue etc. is the easiest to manage.

Many teams are now coming with very nice uniforms with team and player names, having both a light set and a dark set. We do not currently enforce a uniform deposit but this may be a requirement in the future if teams don't look uniform. Wear your swag proud!

When is a player eligible to play?

Listing a player on your Game Roster, does not make him "Game Eligible". Players are required to complete the Online Player Registration paperwork before they are "Game Eligible" AND check in at the tournament office in order to be entered into the score book. Players will also be required to show proof of age.

Your players should be registered well in advance of game time. Players that are not registered prior to tip-off will have to wait until the beginning of the second half to play. Players registering after the second half has tipped off will not be allowed to play until the next game.

As a Team Organizer, it is your responsibility to have a minimum of five players, registered and ready to play each game at the scheduled time. We have scheduled games, so that even with an occasional overtime game, we are generally on schedule. **PLAYERS MUST PLAY IN ONE GAME WITH THEIR TEAM IN THAT DIVISION TO PLAY IN THAT DIVISIONS CHAMPIONSHIP.**

What is the game format?

Games are played as two 20 minute halves. The clock stops just like a normal game on TV as per basketball rules. There is a 30 second shot clock. It resets back to 30 seconds after change of possession. Overtime is played in 3 minute increments as needed to determine a winner. When score differentials are above 30 points, both team captains must agree to move to a running clock.

What happens if I forfeit a game?

Teams are required to play all games as scheduled. Forfeiting games in this tournament is not allowed! Each team is expected to bring a minimum of 8 players and to always to have 5 players on hand for every game. However, we strongly urge you to bring 10 players. It is a vigorous weekend of basketball and some injuries do occur, especially for our weekend warriors :-\ . There is a \$100 FORFEIT fee that can be levied to a team at the discretion of the tournament committee. This fee is given to the team that showed up and had no one to play. They get to use the \$100 how ever they want. This may also be in the form of a gift card to local establishment.

What level of official's work this tournament?

Under the direction of the Director of Officials, Chris Kolaxis, the Tampa Bay Masters contracts only NCAA qualified and/or top-rated high school officials. TBM officials receive an orientation briefing conducted by the Director of Officials and tournament Staff prior to tournament play. At the orientation, officials are briefed regarding the unique nature of the tournament as a national masters event. The latest NCAA and FHSAA rules are discussed and any special interpretations of the NCAA rules as they may apply to this tournament are agreed to. This information is online under rules. We are quite confident that you will find the quality of our officials meets the very high standards of the tournament and that they will treat all of your games and players with the upmost of seriousness and respect. That same level of respect is also expected from you and your team. The TBM uses two-man crews for non-championship games and three-man crews for championship games. **THE OFFICIALS TOP PRIORITY IS YOUR PHYSICAL SAFETY!** You won't make every shot and they won't make every call. Have fun!

Scorekeepers and Clock Personnel

The scorekeepers and clock personnel that work the games are considered part of the officiating team. Any verbal or physical abuse to them is not tolerated and may lead to a player or team receiving technical fouls, flagrant fouls, and even removal from the game and/or tournament at

the committees discretion.

What Awards are presented?

Team Awards, awards are given to the Team Organizers or Coaches of first and runner up teams in each division. We provide awards for 10 roster spots. If you have more than 10 on your roster, you will have to wait until after all games are completed on Sunday to make sure we have items to give out.

THE TAMPA BAY MASTERS BOARD OF DIRECTORS CAN ALTER ANY OF THESE RULES AS NEEDED FOR THE BETTERMENT OF THE TOURNAMENT.

THANK YOU SO MUCH FOR PARTICIPATING. WE REALLY HOPE YOU HAVE A GREAT BASKETBALL TOURNAMENT AND WE WELCOME YOUR FEEDBACK!

 TAMPA BAY MASTERS BASE RULES 	
2	20 MINUTE STOP CLOCK HALVES
C	CONCESSION OPTION (team captains can opt for running clock if game score is deemed "out of hand")
7	FOULS FOR BONUS / 10 FOULS FOR BONUS + (2 shots)
5	HALF TIME
W	MINIMUM OF 7 MINUTE WARM UP TIME (prefer 10 minutes)
5	MINUTE GRACE PERIOD IF TEAM ONLY HAS 3 PLAYERS, BUT GAME CLOCK STARTS ON TIME
5	PLAYER FOULS PER GAME (2 techs, player is ejected)
30	SECOND SHOT CLOCK
10	SECONDS TO CROSS HALF COURT
15	SHOT CLOCK RESETS TO 15 IF DEFENSIVE VIOLATION OCCURS
2	60 SECOND TIMES OUTS PER HALF (no carry over) 1 Extra per O.T.
0	TOLERANCE FOR FIGHTING (Players will be ejected for next game)