



2025 PRIMETIME SPRING/SUMMER TOURNAMENT HANDBOOK & COMPETITION RULES

Welcome to the upcoming season. This handbook is designed to inform & outline in detail the rules relating to our tournaments. Each Club and Coach who is participating in the event is expected to fully review this document. Physical copies will also be with the Gate attendant of each venue for reference.

TABLE OF CONTENTS

Important Dates and League Contacts	3
Competition Rules.....	4
Coach/Player Ejection	5
Code of Conduct	5
Application of Rules	5
Player Eligibility & Protests	5
Proof of Player Eligibility.....	6
Player Eligibility Protest Procedure.....	6
Game forfeit Policy.....	8
Payment and Refund Policy.....	9
Zone Defense Rule Amendment.....	10

IMPORTANT DATES & CLUB CHECKLISTS

- | | |
|---|---|
| <input type="checkbox"/> 30 Days prior | <i>Deadline for entry withdrawal from event</i> |
| <input type="checkbox"/> 15 Days prior | <i>Team submission final deadline</i> |
| <input type="checkbox"/> 15 Days prior | <i>Rosters MUST be uploaded</i> |
| <input type="checkbox"/> 15 Days prior | <i>Full payment is due.</i> |
| <input type="checkbox"/> 15 Days prior | <i>Coaching/Scheduling request submission deadline</i> |
| <input type="checkbox"/> 7-10* Days Prior | <i>Schedule draft review *depending on release</i> |
| <input type="checkbox"/> 5-7* Days Prior | <i>Final Schedule review *depending on release date</i> |
| <input type="checkbox"/> 1 Day Prior | <i>Follow @ptsportsco for media coverage</i> |
| <input type="checkbox"/> During Event | <i>Monitor standings and bracket play</i> |

TOURNAMENT CONTACTS:

Directors

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**Dependent on release of schedule*

1. FIBA rules with some modifications.
2. Games will consist of TWO 16-minute stop time halves. First OT period will be 2 min. Second OT will be sudden death (first point scored) after physical jump ball.
3. Games cannot start prior to the scheduled time and running time may NOT occur without the approval of the PT court monitor.
4. Pre-game warm-ups will last a minimum of FIVE minutes and the halftime break will be THREE minutes. The warmup and halftime break can be shortened at the discretion of the PT Court Monitor if we are running behind.
5. The first listed team in the draw is the home team and should wear the light coloured uniforms. Teams MUST bring both uniform tops to all games (if available). Teams should sit on the Home/Away bench, as shown on the front of the score clock and warm up in front of their bench.
6. All players will be disqualified at FIVE PERSONAL FOULS. Bonus foul shots (two shots) will be shot on the 8th team foul each half.
7. Time-outs must be called through the score table. Teams will get TWO 60-second time-outs in each half (no carry-over). Each team gets ONE time-out in OT.
8. Games will not use a shot clock; however, teams that deliberately stall will be given a 10 second warning (at the referee's discretion). 8 second backcourt rules will be in effect.
9. All teams should bring their own warmup balls. Size 6 balls are to be used for all divisions except Boys U14 and above which will use size 7.
10. Zone defense and zone press is NOT permitted in U10 and all U11-U13 Bronze divisions. Help and recover is allowed but trapping is not permitted outside the key. For further clarification on zone classification see Handbook.
11. U11 and below will be permitted to shoot foul shots from 13 feet (one step in front of the foul line).
12. Full court pressing is NOT permitted by a team while leading by 20+ points.
13. Pool tie breakers are: 1) head to head, 2) 3 way tie - point differential between tied teams (max 20pt/game), 3) fewest points against in all pool games, 4) coin toss
14. Players are NOT permitted to play on two teams within the same age category (ex: U14 Gold & U14 Silver or Youth 1 & Youth 2 or U13/14 Gold and U13 Bronze. Players are allowed to play up and/or on multiple teams participating in a higher-age division provided they meet the age eligibility required for both divisions. Any modifications or request regarding this rule must be approved by the Tournament Director AND opposing coach prior to tip-off.
15. To be eligible to play in a Championship game, a player must have played in at least one previous game for that team in the event.
16. Games are not permitted to start without an adult on the bench. Team coaches are responsible for the conduct and supervision of their players. Unacceptable behavior may result in the person being banned from the gym for the remainder of the Tournament.
17. There is a 5 minute forfeit rule in effect for the league. If a team is not onsite and ready to play within five minutes of the designated game time, the Tournament Director or court monitor may, at his/her discretion thereafter, rule a forfeit (20-0 Final Score).
18. First and last name of players must be listed on the scoresheet.
19. All decisions made by the Tournament Director ARE FINAL!



ADDITIONAL ITEMS

2.Coach/Player Ejection:

- Unsportsmanlike and technical fouls will follow FIBA guidelines.
- Any coach or player involved in or ejected for fighting will have to leave the physical building immediately and be suspended the remainder of the tournament, pending incident review by tournament organizers.

3.Code of Conduct:

- PrimeTime Sports has adopted a ZERO Tolerance Policy. Inappropriate behavior will not be tolerated.
- Each coach is responsible for the conduct of the team's players, coaches, and fans on and off the court and must promote the best sportsmanship, win or lose.
- The Court Monitor or any game official can and will remove a player, coach, or attendee from a game, tournament, or venue for noncompliance with the ZERO Tolerance Policy. Game play will not resume until that person has left the facility. Failure to leave within 3 minutes will result in a forfeit by the team involved.
- PrimeTime Sports may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the event.
- All teams, coaches, players, and attendees are subject to such rulings and corrective actions.

4.Application of Rules:

- The Tournament Rules may be modified whenever PrimeTime Sports deems it to be in the best interests of the event. All teams, coaches, players, and attendees will be bound by any such change.

5.Player Eligibility & Protests:

- Primetime Sports Recognizes The Following Age Categories From Sept 1, 2024 To Aug 31, 2025

BOYS & GIRLS

	GR12*	GR11	GR10	GR9	GR8	GR7	GR6	GR5	GR4	GR3
	U18*	U17	U16	U15	U14	U13	U12	U11	U10	U9
SEP	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015
OCT	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015
NOV	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015
DEC	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015
JAN	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
FEB	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
MAR	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
APR	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
MAY	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
JUN	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
JUL	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
AUG	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
SEP	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
OCT	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
NOV	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
DEC	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016

*MUST BE CURRENTLY IN GRADE 12, GRADUATED ATHLETES ARE NOT ELIGIBLE

GUIDING PRINCIPLES

LONG TERM DEVELOPMENT RESEARCH DEMONSTRATES THE FLAWS OF PLACING ATHLETES INTO THEIR BIRTH YEAR FOR PARTICIPATION IN SPORTS. IN SHORT, THE DISCREPANCIES THAT CAN OCCUR BETWEEN YOUTH WITHIN THE SAME BIRTH YEAR CREATE SIGNIFICANT DISADVANTAGES FOR LATE DEVELOPING MALE ATHLETES AND TO A LESSER DEGREE, EARLY DEVELOPING FEMALES. THEREFORE, PROVIDING A RANGE OF MONTHS (16) WITHIN A COMPETITION DIVISION GIVES ATHLETES GREATER FLEXIBILITY TO CHOSE A LEVEL THAT BEST SUITS THEIR NEEDS. ATHLETES, PARENTS AND THE COACH SHOULD CONSIDER THE SHORT TERM AND LONG TERM BENEFITS OF PLAYING IN DIFFERENT AGE CATEGORIES. IT SHOULD BE NOTED THAT EACH CLUB MAY HAVE THEIR OWN POLICIES REGARDING PLAYING UP/PLAYING DOWN.



Players must be rostered. In addition to the age eligibility requirements, each player needs to have a parent/guardian signed Release/Waiver on file with PrimeTime Sports on Exposure Events prior to the first game. PrimeTime Sports can suspend participation privileges for any player without a signed Release/Waiver.

6.Proof of Player Eligibility:

Team Responsibility:

Proof of player eligibility is the responsibility of the team manager or coach. PrimeTime Sports will check eligibility during tournament play. A coach must be able to document age eligibility in the event of a challenge by another team or if requested during a spot check by PrimeTime Sports prior to or any time during tournament play.

Documentation Required for Eligibility:

As a condition of participation, each team is required to have age documentation available for each player for review at any time during an event. Proof of age must be available for review by PrimeTime Sports representatives at all games. Failure to have such information available at the event may result in player ineligibility, game forfeiture, and/or team removal from the event.

There must be a photo ID and proof of birthdate. Acceptable forms of documentation and age include clean photocopies of birth certificates, adoption papers, immigration papers, school documentation which reflects date of birth, current driver's license, and current passport. Digital documentation may be acceptable subject to review by PrimeTime Sports representatives.

U18 division players that are over age must provide school ID proof of 2024 graduation

7.Player Eligibility Protest Procedure:

Scope:

The following Player Eligibility Protest procedure applies to all PrimeTime Sports events.

Who Can Protest:

Player Eligibility Protests can be submitted only by a coach or manager of a team participating in the same division as the team with the player(s) whose eligibility is being challenged. For a team to submit a Protest, the team must have their entire team already rostered on Exposure Events.

Clubs will be granted 5 free player age challenges in the Fall/Winter season. If a challenge is upheld, the club will keep that challenge. If it is not, they lose it. One challenge is needed per player. Any additional challenges beyond the 5 require a \$50 deposit. The deposit will be not be returned on an unsuccessful challenge. These challenges apply across all PrimeTime events. Please contact daniel@primetimesportsco.com for more clarification.



What Can Be Protested:

- Player is beyond age maximum
- Player is not in compliance with finals eligibility

When Can Protest Be Made:

- Pre-Game Protest:
 - A protest of player eligibility may be made at any time prior to a game. Any Pre-Game Protest should be submitted as soon as possible so that it may be considered in a timely manner.

Post-Game Protest:

- Any post-game protest of player eligibility must be made within 30 minutes of the conclusion of a game between the protesting team and the team with the player(s) whose eligibility is being challenged.

Protest Limitations.

- After 30 minutes from game completion, no other player eligibility protests will be considered. A team is deemed to waive any opportunity to protest any player's eligibility not within these protest periods.

How to File Protest:

- All protests must be filled out on the digital online form.
- If a protest is filed post game, the player to which the protest is directed must provide their ID within 1 hour of notification of the protest. If the proof of eligibility is not produced, the game will be considered forfeited.

Protest Upheld:

If a Pre-Game Protest, the player will be prohibited from participating in remaining games of the league for that specific team.

If a Post-Game Protest is upheld, that game will be forfeited by the team with the ineligible player.

- No prior games will be forfeited as teams participating in prior games will have waived their protest opportunity by failing to timely submit an Eligibility Protest. The team will be allowed to continue to participate in the event without the ineligible player(s).

Player Reinstatement:

If a player is ruled ineligible for the sole reason that the team did not have any eligibility documentation for the player, the player can subsequently be ruled eligible if such documentation is later provided. The reinstatement is for competition subsequent to the documentation being provided and no prior action will be modified or set aside.



Ruling Binding:

- Any Player Eligibility Protest ruling made by PrimeTime Sports is binding upon all coaches, players, and attendees of the event. There is NO appeal of any upholding or denial of a Player Eligibility Protest. PrimeTime Sports shall apply the Player Eligibility Rules in such manner as PrimeTime Sports and its Court Monitors deem appropriate to uphold not only the letter but the spirit of such rules. PrimeTime Sports will impose such additional sanctions, suspensions, or other corrective action it deems appropriate under the facts and circumstances of noncompliance with the player eligibility rules. All coaches, players, and attendees shall be bound by any such application of the rules and corrective action imposed by PrimeTime Sports.
- Consistent violation of the eligibility rules may lead to permanent suspension from PrimeTime events

8.Game Forfeit Policy:

General:

- Teams participating in an event expect their opponent to be as diligent and conscientious as their team in being on time and prepared to participate in ALL scheduled games. Tournament play requires games to be played early morning and late evening, which may not always be convenient for the participating teams, but that is the nature of the event nonetheless. One of the most disappointing experiences for a team is to have the opponent fail to show for a scheduled game. To minimize the occurrence of forfeited games and to address the matter with the participating teams, PrimeTime Sports has adopted this Game Forfeit Policy:

There is a 5 minute forfeit rule in place for PrimeTime tournaments. If a team is not onsite and ready to play with 5 players and a Coach or Adult on the bench within FIVE minutes of the scheduled start time. The Tournament Director or Court Monitor may, at his/her discretion thereafter, rule a forfeit (20-0 Final Score).

Teams Forfeiting Game:

- When a team forfeits a game in any tournament, the following rules apply:
- The team receives a loss for the scheduled game.
- A team forfeiting any game is still expected to play any and all subsequently scheduled games.
- The team forfeits any team or individual awards given for participation in the forfeited game.

Teams Having Game Forfeited:

- Most game forfeits are beyond the control of PrimeTime Sports. Since gym rental and officials must still be paid in the event of a game forfeit, most event operators do not offer any refund or credit in the event of a forfeit.
- PrimeTime will attempt to schedule or find a new opponent in the case of an early forfeiture notification.
- The Forfeit Policy rules may be modified or waived by PrimeTime Sports in the event of extenuating circumstances. Factors considered will include communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeit, and such other considerations deemed relevant by PrimeTime Sports.
- Any decision by PrimeTime Sports as to the application of the Forfeit Rules shall be binding upon all teams and participants.



9. Payments and Refund Policy:

- Payment is due 15 Days prior to the Event. Teams will not be scheduled if payment and completed registration has not been received in FULL.
- Payments can be processed directly on Exposure Events. Payment inquiries should be sent to payments@primetimesportsco.com
- Team entries that are admitted after the registration deadline are subject to a \$100 surcharge per team.
- Refunds for canceled team/individual registrations will be granted if requested 30 days BEFORE the start of an event. There will be a (\$50.00) charge assessed per team to process each request.
- There will be no refunds processed for teams/individuals who withdraw, cancel, or forfeit games/participation within 15 days of the start of an event
- All refunds (if granted) will be processed at the end of each specified event.

In a circumstance in which the weather or events outside of our control causes game cancellations, there will be no refunds granted.

- Notice of withdrawal must be sent to scheduling@primetimesportsco.com.
- Late Withdrawal. Any withdrawal after the entry deadline for a Tournament will be considered to be a late Withdrawal.
- The Entry Fee for a Late Withdrawal will be handled as follows:
If a fully paid entry is not secured to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.
- If the entry has been accepted without full payment of the Entry Fee, any amount due under this
- Withdrawal Policy must be paid prior to the acceptance of the team's entry in any subsequent tournament.
- No Duty to Find Replacements. PrimeTime Sports assumes no duty or responsibility to find a replacement entry for any Late Withdrawal.
- If no replacement team is found then the entry fee is completely non-refundable.



ZONE DEFENSE RULES AMENDMENT

Zone Defense Rules Amendment

Effective October 3, 2024

1. Outline

The purpose of this document is to help coaches, officials and players understand the modifications that will be in effect for the remainder of Fall/Winter tournaments. We felt the need for a detailed description of the guideline to avoid potential disagreements and misunderstanding. It is our goal to provide an optimal competition environment to allow player development.

- No 30 second shot clock – rationale: It reduces the pressure of decisions made due to the clock; able to involve more players per possession in movement, spacing and handling the ball.
- No zone rationale: Encourages movement; allows for creativity with the ball, passing, cutting and penetration; more time can be spent in practice on the mastery of basic fundamental principles of play in both offence and defence.

2. Spirit of the Rule

It is expected that everyone involved understands the reasoning behind the rules to benefit players that are still at an early development stage and the goal of the league is to stay in line with recommendations and guidelines put forth by Canada Basketball and USA Basketball. We have worked with Basketball BC to develop these guidelines. The purpose of this document is not to provide coaches with a means to find loopholes in the rules and thereby develop elaborate strategies that play on the edges of the rules. Coaches are to use the document to clear up any misunderstanding of what will or will not be deemed a zone.

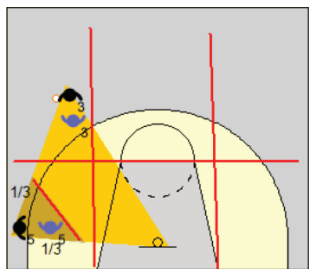
3. Half Court Details- " 1/3 & 2/3 "

Our goal in the half court is to avoid double teaming, floating and to encourage the focus on teaching man to man defensive principles.

For the purpose of this document the front court is divided into six grids by a line extending across the foul line and two lines running up from the baseline where the FIBA key would meet the baseline.

Our goal in the half court is to avoid double teaming, floating and to encourage the focus on teaching man to man defensive principles.

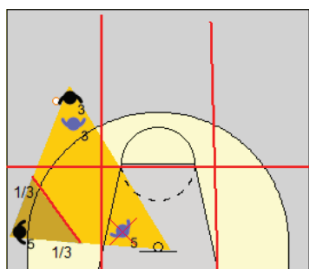
For the purpose of this document the front court is divided into six grids by a line extending across the foul line and two lines running up from the baseline where the FIBA key would meet the baseline.



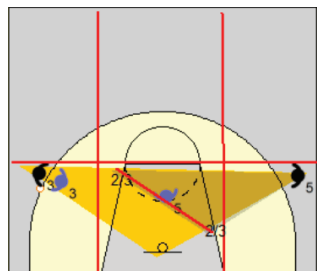
A triangle is formed by the defensive player with the three points of the triangle being the ball, his/her check and the basket. When a defensive player is in the same grid, a grid above, below or beside the offensive player with the ball, this defender can be:

- No further than $\frac{1}{3}$ the distance on the line between his/her check and the ball (Approximately 2 metres from their check)
- No further than $\frac{1}{3}$ the distance on the line between his check and the basket.

The defender can be in an open or closed stance. A player may hedge or stunt but if they remain stationary in the restricted area it will be deemed an illegal defense.



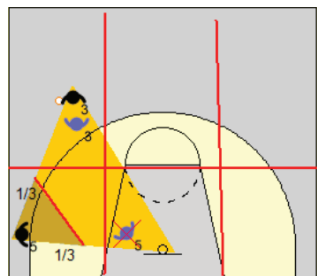
In this example the defender is stationary. Although he/she is still only $\frac{1}{3}$ of the distance off the line between the ball and his/her check, he/she is clearly more than $\frac{1}{3}$ of the distance to the basket and not within ~2 metres of his/her check. This would be considered an illegal defense as the player is out of position.



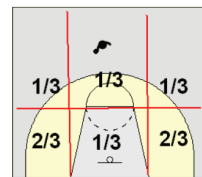
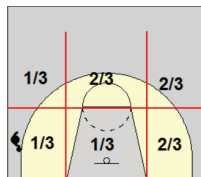
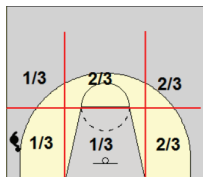
When a defender is in a grid diagonally to or not touching the grid with the ball in it, the defender can be:

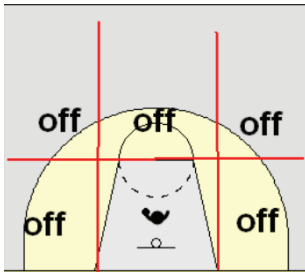
- No further than $\frac{2}{3}$ the distance on the line between his/her check and the ball
- No further than $\frac{2}{3}$ the distance on the line between his check and the basket.

This means a player can assume a good help position in the key with two feet in the centre grid and be in a legal defensive position. The helpside defender may also impede the offense player on the other side of the court from driving to the basket but two players may not trap the ball carrier after halting that drive by rotating and individually guarding a player.



In this example the defender is guarding the basket which means he/she is more than $\frac{2}{3}$ of the distance between his/her check and the basket. As before, the defender is allowed to be stunting in and out of the restricted area. They cannot remain stationary.



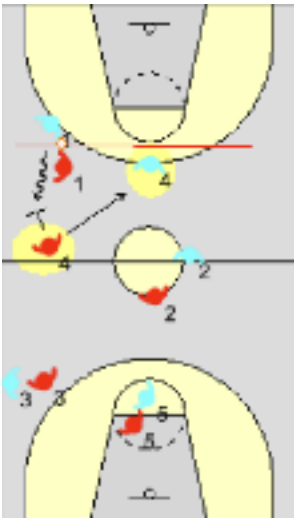


The restrictions on zone defence will be considered off when:

- The ball is passed into the key
- Penetration towards the basket occurs by the dribble
- A shot is taken
- An offensive rebound is gained. Once the offence re-establishes their formation the zone rule is back on.
- Teams use extreme offensive formations to play on the edges of the rules. It is not the offensive coach's role to expose zone defences.

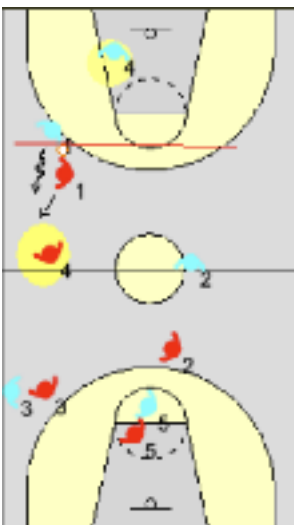
If an offensive player is in the grey area between two grid lines, the leeway will go to the defender, as if he/she should be in the 1/3 or 2/3 position.

4. Full Court Details



In this example defender #4 move to double team the ball which is deemed illegal. As offensive player #4 moves in front of the ball, defender #4 must observe the 1/3, 2/3 rule as designated by the arrow in the diagram. If a player continues in a double team and doesn't pick up their check, they will be considered to be playing a zone.

Help defense and rotations are allowed, but must come out of player to player principles.



Players may fall back to a designated pick up point. Players may defend the basket until defensive help arrives. Defenders whose offensive check trails behind the ball may defend in front of the ball. Once their check passes the ball handler the 1/3, 2/3 rule comes into effect.

Defender #4 is able to shadow ball handler #1 since his/her check #4 is trailing behind the ball in transition but must not double team.

The players in front of the ball are observing the 1/3, 2/3 rule.