

UMCSC State Tournament Rules and Regulations

I. Objective

The State Basketball Tournament of the United Methodist Conference of South Carolina strives to promote Christian fellowship amongst youth across our conference and supply outreach opportunities for local churches

II. Organization and Administration

A. The Conference is divided into four areas as follows:

1. Area I Charges: Columbia, Rock Hill and Greenwood Districts
2. Area II Charges: Anderson, Greenville, and Spartanburg Districts
3. Area III Charges: Florence, Marion, and Hartsville Districts
4. Area IV Charges: Charleston, Orangeburg, and Walterboro Districts

B. Planning Committee(s)

1. The United Methodist Conference of South Carolina's State Basketball Tournament Design Team (henceforth known as the "Design Team") will meet as necessary to plan and coordinate the UMCSC State Basketball Tournament (henceforth known as the "Tournament")
2. The Chairperson of the Design Team shall be selected by the Design Team
3. The Youth Specialist of the UMCSC shall act as a liaison between the Design Team and the UMCSC

C. Tournament Dates and Locations

1. The Design Team shall coordinate with the UMCSC to determine dates and deadlines for the Tournament. Current dates include:
 - a) Tournament: January 10-12, 2020
 - b) Championships: January 12, 2020
 - c) Registration/Fee Deadline: December 20, 2019
2. The Tournament shall be hosted by each area on a rotating basis if possible
3. The Design Team shall determine the site(s) of the Tournament games
4. The Design Team shall determine the schedule of the Tournament in such a way that the Tournament can best fulfill its mission. This schedule may be based upon:
 - a) Non-game events of the weekend (i.e. worship services)
 - b) the number of participating teams
 - c) the area those teams are from
 - d) specific requests from those teams
 - e) age level of those teams

D. Accidents, Injuries, and Losses

1. Accidents, injuries, loss of clothing, or loss of personal articles shall not be the responsibility of the UMCSC, the Design Team, or any host location

2. Churches are encouraged to provide accident insurance coverage for their teams
3. Any person(s) causing damage to any host location during the Tournament shall be responsible for paying the cost of repairs

E. Finances

1. Each team participating in the Tournament shall pay a Registration Fee. Failure to do so shall disqualify the team from the Tournament
2. Tournament spectators will be charged an entry fee. Players, coaches, and officials are exempt from this fee.
3. The amount of all fees shall be determined by the Design Team
4. If any team is in need of financial assistance, then they should contact their District Office

III. Tournament Rules

A. Worship Activities

1. All players and coaches are expected to attend all worship activities sponsored by the Tournament.
2. Each church has the responsibility to involve everyone associated with the Tournament in the blending of play and worship. The worship activities are the focal point of the weekend and they currently include:
 - a) Friday night fellowship
 - b) Sunday morning worship

B. Church Eligibility

1. Any United Methodist Institution, Church, or Charge in South Carolina may enter one or more teams in the tournament
2. Any United Methodist Institution(s), Church(es) or Charge(s) in South Carolina may combine with each other for the purpose of fielding a team(s)

C. Team Eligibility

1. A team must have a minimum of 6 eligible players in order to register for the Tournament
2. A team must have matching shirts with numbers to wear during games
3. A team must have a mature and responsible adult coach of at least 21 years of age and must be in compliance with the sponsoring church's Safe Sanctuary Policies.
4. Co-ed teams are not allowed

D. Player Eligibility

1. All players must be active participants in either the worship life, the youth group, or the discipleship components (i.e. Sunday school, small group) of a UMCSC church

2. Active is defined as 50% of any one activity. A player does not qualify simply by being involved in the recreational aspects of the church such as sports practices and scout troop meetings
3. A player's participation should calculate from October 15 to January 4.
For instance:
 - a) A player must attend 6 Sunday morning worship services, Sunday school classes, OR weekly small group meetings between October 15 and January 4 to be eligible for the Tournament. A player who attends 3 worship services and 3 Sunday school classes in this same time span is NOT eligible for the tournament
 - b) If the sponsoring church's youth group meets every other week, then a player must attend 3 of those meetings between October 15 and January 4 to be eligible for the tournament
4. A roster must be printed off and signed by the sponsoring church's pastor to certify that these standards are being met by all listed players. If a player participates at a UMCSC church that is different from the sponsoring church, then the pastor of that church must also sign the printed roster.
5. No player shall be eligible for the Tournament if s/he has participated in an interscholastic basketball league between October 15 and the date of the Tournament
6. Age requirement shall be as follows:
 - a) Any junior division participant shall not have reached the age of 15 before September 1 of the current school year and must be enrolled in school
 - b) Any senior division participant shall not have reached the age of 19 before September 1 of the current year and must be enrolled in a secondary school program prior to September 1
7. All players will be required to supply proof of identity and birth date prior to participating in the Tournament. The following are acceptable proofs:
 - a) Driver's License
 - b) Passport
 - c) Birth Certificate AND School ID
 - d) Birth Certificate AND School Yearbook
 - e) Birth Certificate AND State Photo ID
8. Written appeals can be e-mailed to basketball@scmyp.org prior to the Registration Deadline, and they will be voted on by the Design Team
9. If a team plays an illegal player, then it will be considered unsportsmanlike conduct and there will be immediate disqualification of games played

IV. Gameplay

- A. All referees and officials shall be sanctioned by the South Carolina High School League or the South Carolina Independent School Association
- B. The Tournament will be governed by the official rules of the South Carolina High School League with the following exceptions:
 - 1. During all games:
 - a) Dunking is not allowed at all throughout the weekend of the Tournament. This is considered unsportsmanlike and is punishable by an immediate technical foul.
 - b) A team that is ahead by 20 or more points shall not be allowed to use a full court press defense. One warning shall be given before the referee assesses a technical foul.
 - 2. During Pool Play:
 - a) A game will consist of
 - (1) Two 14 minute halves in the Senior Divisions
 - (2) Two 10 minute halves in the Junior Divisions
 - b) Each team will receive 2 full time outs and 1 thirty second time out per game
 - c) There will be no overtimes. A tie will end in a tie
 - d) Game time is start time
 - 3. During the Semifinal and Championship games
 - a) A game will consist of
 - (1) Four 8 minute quarters in the Senior Divisions
 - (2) Four 6 minute quarters in the Junior Divisions
 - 4. During the Consolation Games
 - a) Games will be played according to all Pool Play Rules, except in the event of a tie
 - b) In the event of a tie, a 2 minute overtime period will be played
 - c) If the game remains tied after this period, then the game ends in a tie

V. Miscellaneous

- A. No housing will be provided for the Tournament. Each team is responsible for making their own arrangements for overnight stay.
- B. If a game must be forfeited then the Design Team must be notified via e-mail as far in advance as possible. This can be sent to basketball@scmyp.org.
- C. During the Tournament the Design Team has the right to interpret the Rules and Regulations and make a ruling regarding a decision in the Tournament
- D. Referees have the authority to make all final decisions on in game disputes. After the game, appeals can be e-mailed to basketball@scmyp.org to be voted on by the Design Team.
- E. A coach may serve on the Design Team provided s/he not vote in any appeal involving a team in his own team's division.

- F. In the case of extreme unsportsmanlike conduct, the Design Team may disqualify a team from participating in the remainder of the current Tournament as well as the entirety of the following Tournament

VI. Advancement

- A. Pool winners advance to the semifinal games
- B. In the case of a one pool division, the second, third, and fourth place teams will also advance to the semifinal games
- C. In the case of a two pool division, the second place teams of each pool will also advance to the semifinal games
- D. In the case of a three pool division, the pool winners and the highest ranked non-pool winner will advance to the semifinal games
- E. Tiebreakers are as follows:
 - 1. Highest number of wins across all competitions
 - 2. Head to head competition between the tied teams
 - 3. Fewest number of losses across all competitions
 - 4. Lowest average total points allowed per game across all competitions
 - a) Forfeits will NOT factor into this calculation at all
 - 5. Additional tiebreakers will be determined by the Design Team if needed
- F. Teams who do not advance to the semifinal games will be placed into consolation games as determined by the Design Team