

### **WELCOME BACK**

Brothers,

After a three year hiatus, thank you for your interest in participating in this year's Cali-Games, five-on-five basketball tournament. Cali-Games is the largest gathering of brothers across California in the interest of brotherhood. Throughout the years, we have seen this event grow and become an event to look forward to where many brothers have a chance to compete and bond with many brothers they seldom get to see. It is always great to see approximately 150 brothers in attendance each year.

Cali-Games was founded by Gabriel Choriego of Alpha Zeta Chapter, UC Riverside. Cali-Games' purpose was to bring chapter brothers and alumni together in the hope to strengthen ties and reinforce the bond the chapter strives to attain. With California chapters growing each year, Cali-Games, in its inception, provided an opportunity to bring the many new chapters together to compete in a friendly game of 3 on 3. It's original location was an outdoor park in Fullerton. Since then, brothers have continued the tradition of Cali-Games and have seen chapters come together to practice for months before the games. Basketball practice gave many undergrads and alumni alike the opportunity to network and strengthen the bonds of brotherhood in more ways than one. We are certain that Cali-Games has served as a catalyst for alumni to maintain a relationship with the undergraduate chapter and to find a way to give back to the fraternity that has created a foundation for their personal and professional success.

We hope that you have enjoyed the benefits that this tournament has brought to all of us and we hope that it brings you closer to the brothers of Lambda Theta Phi.

This year, we would like to dedicate this tournament to Octavio Montano, Beta Alpha Chapter, that passed away on November 26, 2020 in Acapulco, GRO, Mexico.

Lambda Theta Phi...'Til The Day We Die.

#### REGISTRATION

Registration deadline is July 3, 2023

#### Late registration

Additional \$100 per team and additional \$20 per non-active brother payment

Registration closes July 21, 2023

No roster additions or modifications can be made after July 21, 2023

#### COST

\$225 per team \$20 additional per non-active brother

You are not registered until payment, rosters and waivers are completed.



## **EVENT INFORMATION**

#### **LOCATION**

California State University, Fullerton 800 N. State College Blvd. Fullerton, CA 92831-3599

#### **BRACKET**

Sent separately

#### **SPECTATORS**

All spectators are welcome free of charge.

#### **TOURNAMENT DIRECTOR**

The Tournament Director has the right to alter rules, bylaws and bracket structure as needed.

#### **DATE**

Saturday, August 12 & 13, 2023

**Check-in** 8:00am **Opening Ceremonies** 8:45am **Games** 9:00am - 12pm each day

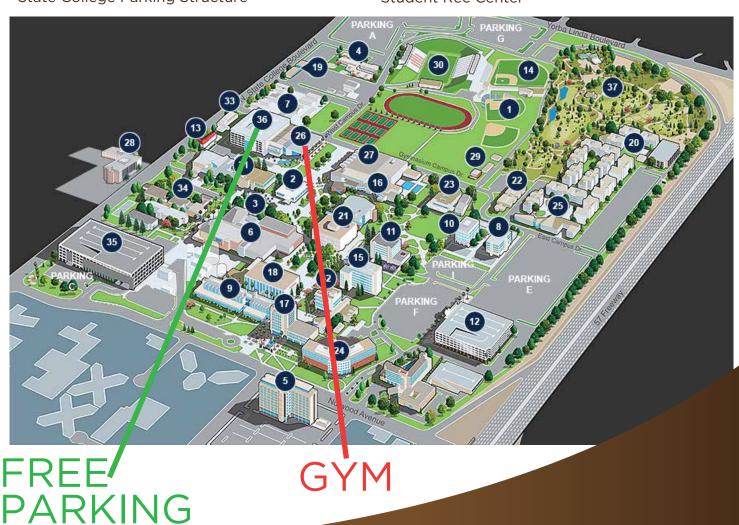
Please be on time. The first round will be played as scheduled. All late teams will forfeit.

#### **FREE PARKING**

State College Parking Structure

#### **GYM**

Student Rec Center





# **CALI-GAMES**

## **CALI-GAMES RULES & REGULATIONS**

#### **COMPLIANCE**

1. The team captains are entirely responsible to make sure that their players fully understand tournament rules and regulations. All captains are responsible for having proof of brotherhood, originating chapter for each player on the team, active status, and in good standing.

#### **BRACKET**

See Attached Bracket for Seeding and Flow 8 Team Maximum Tournament

#### **TEAMS**

- 1. Teams must be comprised of brothers that have crossed at the chapter.
- 3. Teams shall be created and identified by a Lambda Theta Phi California undergraduate and alumni chapter.
- 4. Only undergraduate and alumni chapters that belong to **Southern Pacific Region (SPR)** will be approved to participate. However, due to space, California chapters will be prioritized in the case that there are too many teams that register for Cali-Games.
- 5. A team must be identified by it's undergraduate or alumni chapter name.

  For example, Beta Alpha Chapter, Alpha Iota Chapter, Alpha Delta Chapter, Lambda Theta

  Chapter, Lambda Xi Chapter, etc. A team name will be accepted but the chapter name will be the identifier used in all documents.
- 6. Team colors are prioritized by the school colors. In the case that two school colors are the same, the inverse is recommended or have alternate colors when the two teams play each other. The color reservation is locked in once a full roster, all paperwork and full payment is submitted.

## PLAYER ELIGIBILITY ELIGIBLE PLAYERS

- 1. Player must be a brother of Lambda Theta Phi
  - a. All players will be verified using thelambdas.org (National Fraternity Website)
  - b. Players must be registered, profile must be factual and unaltered, paid in full for the year, and in good standing (a \$20 additional fee will be assessed if dues have not been paid)
- 2. Player must be in good standing with Lambda Theta Phi
- 3. Player must provide proof of active status (paid dues for 2022-2023 academic year)
- 4. Player must qualify for the following
  - a. UNDERGRADUATES
    - i. Crossed at a chapter in California or SPR chapter
    - or ii. Transfer to a chapter in California or SPR chapter
    - and iii. Be currently enrolled
      - iv. Maintain a residence in California
  - b. ALUMNI
- i. Join the chapter team they crossed in
- or ii. Maintain a residence in California
- and iil. Maintain active status with a California Alumni Chapter or SPR alumni chapter
- 5. Each player on the roster must have pledged and crossed at the respective Chapter Team.



# CALI-GAMES

## **CALI-GAMES RULES & REGULATIONS**

#### **FREE AGENCY**

In the event that a chapter is unable to create a team due to insufficient players, 4 players or less

- 1. Players are considered free agents and may join a chapter with 6 players or fewer.
- 2. The merger with another chapter is allowed and recommended that they belong to the same sector.
- 3. However, if the chapter wishes to register, they have the right to call on all chapter brothers to play on the chapter team. The right of first refusal.
  - a. If more than 5 players register on different teams, they must create a team at their respective chapter and follow the aforementioned rules.
- 4. All players that pledged at that chapter must play with the crossing chapter.

  This is to promote the original intent of Cali-Games to promote chapter unity and a chance to compete for a common goal.

#### **CHAPTERS ELIGIBLE TO RECRUIT**

- 1. Chapters with fewer than 6 brothers on campus may add players from a chapters that doesn't have a team registered to play.
- 2. Eligible players may only be recruited from chapter(s) that are closest geographically.
- 3. The Chapter Team Name will be identified by chapter with the larger number of players.

#### **TEAM ELIGIBILITY**

- 1. Team Rosters must be submitted in FULL by mail, Venmo/PayPal/credit card (additional charges apply) or in person along with full payment 30 days prior to the tournament.

  No late submissions will be accepted.
- 2. Rosters must be approved by tournament staff prior to the first game.
- 3. 15 players maximum per team.
- 4. All players shall play for only one team throughout the tournament.
- 5. All jewelry must be removed. Necklaces, earrings and watches cannot be worn during the game. Basketball shoes must be worn at all times.
- 6. Each player must wear a jersey or shirt and must have the same color.
- 7. Each player must have submitted a waiver with all of the information completed and factual.



# CALI-GAMES CALI-GAMES RULES & REGULATIONS

#### PLAYING RULES GAME CLOCK

- 1. Game clock will consist of two 17 minute halves, 30 second shot clock and a 5 minute halftime.
- 2. The clock will stop for fouls and violations only within the last TWO minutes of the SECOND half if the score is within 10 points.
- 3. 3-minute overtime in the case of a tie at the end of regulation.
- 4. No "Slam Dunking"
- 5. Grace Period: A five-minute grace period will be allowed for if any given team is unable to have five players on the court. The team ready and waiting will begin accumulating two points per 20 seconds up to five minutes. If at this point a team does not have five players to start, a forfeit will be declared.

#### **TEAM FOULS**

- 1. 7 Team Foul limit 1 and 1 free throw
- 2. 10 Team Foul limit 2 free throws
- 3. 5 Personal Fouls per player results in the player Fouling Out

#### **TECHNICAL FOULS**

- 1. Technical Fouls will be given to any player/team for behavior.
- 2. 2 Technical Fouls will result in ejection from the game.
- 3. The referee has the option to eject any player that, after being warned of behavior, excessively argues a call and/or delays the game from continuing, even if no Technical Foul is issued prior.
- 4. 3 Technical Fouls through out tournament will result in ejection from tournament.

#### **TIMEOUTS**

- 1. Two 30-second timeouts per half per team.
- 2. In case of overtime, 1 extra time out will be given.

#### **3-POINTERS**

1. 3-point line will be utilized in all games.

#### **SHOOTING FOUL**

1. Free throws will be awarded to a player who is fouled while attempting to shoot.

## CONDUCT

- 1. All participants, coaches, and spectators shall refrain from using profanity or verbal abuse towards other players, captains, spectators, referees and the tournament staff.
- 2. This is a Drug and Alcohol Free Event. No alcoholic beverages or drugs are allowed on the premises. Any captain or player(s) engaged in the use of alcohol or drugs will be disqualified from further participation in the tournament.
- 3. Team captain will be responsible for the conduct of their players. Teams and spectators shall abide by the tournament rules and regulations.
- 4. Food or beverages will be limited in the gymnasium. Only water and sport drinks will be permitted.



## **CALI-GAMES**

## **CALI-GAMES RULES & REGULATIONS**

- 5. The Tournament Director and the tournament staff are not responsible for any personal items that are left behind, lost, or stolen.
- 6. Technical fouls will be given for any verbal abuse towards official from players on the floor or on the bench.

#### **FIGHTING**

- 1. Fighting is an attempt to strike an opponent with the arms, hands, legs, feet or a combative action by one or more players, a coach or other team personnel. Any member or team personnel who participate in a fight shall be immediately suspended from the game or for the duration to be determined by the Tournament Director and their Associates.
- 2. Let it be known that spectators and visitors who too elect to involve themselves in a fight during a game, will be suspended from the facility for a length of time to be determined by the Tournament Director and their Associates.
- 3. Should any team, player(s) or coach be disqualified from tournament play, there will be no refunds.
- 4. There will be a ZERO tolerance for any acts of physical violence.

#### PROTEST PROCEDURE

- 1. Only the opposing teams captain who is playing the 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 by the contested player upon request. If the captain cannot provide proper proof of registration for the player(s) being protested, then player(s) will not be allowed to participate until proof is provided.
- 2. The game will not be stopped to handle the protest. If the player(s) show up late and the opposing team captain wants to protest the player(s). That protest will be noted and a review will take place at half time only. If the player decides to play once a protest has been raised, there is a danger that the team will forfeit the game if the protest is upheld. If the player(s) being protested cannot provide proper proof of registration at half time then the player(s) must sit until proof can be provided or risk that their team will be charged with a forfeit. As a result, the team will lose the game.
- 3. It is the responsibility of the team captain to verify that all his players entering the game are on the official roster. It is the responsibility of each team captain to look over the opposing teams game roster.
- 4. If a player that is not on the roster enters the game, a forfeit will be awarded after a protest and review of the official roster.
- 5. Each team captain will be provided with multiple copies of the rosters for each team and of every player registered and eligible to play in the tournament.

#### **TOURNAMENT DIRECTOR**

The Tournament Director has the right to alter rules, bylaws and bracket structure as needed.

## SPECTATORS SPECTATORS

1. All spectators are welcome free of charge