

Rough Rider Winter Classic

REGULAR HIGH SCHOOL RULES WILL BE USED WITH THE EXCEPTION OF CHANGES LISTED BELOW:

- Table Workers:** Each Team must provide one volunteer to work at the table during their games. They will keep book and help run the clock. Please be proactive in making sure you have people ready to volunteer. We appreciate the Help!
- Players cannot compete in a lower age/grade level than their own current age/grade level. A player may play in an older division.** Players from different schools may play together. All players' grades 3-6 are eligible to participate.

NOTE: Players may play on one team only **per division/bracket**. Players can participate with two teams – **ONLY if one of the teams is playing in a separated division/bracket**. The penalty for a player playing on more than one team in the same division/bracket is disqualification of both teams involved or if more than two, all teams involved.
NOTE TO PARENTS/COACHES: Please advise Rough Rider Center Staff if you have a player participating on more than one team in the tournament to avoid scheduling conflicts and/or game forfeits. We cannot guarantee games will not overlap but we will try our best.
- All teams must have **uniform shirts with visible numbers on back**. Numbers are recommended for the front. Dark-soled shoes which leave floor marks are not allowed. *Undershirts and shorts should match most of your jersey.
- 3-point shots will be used in all divisions if floor is marked.
- Free throws: All divisions will follow high school rules. Players can enter the lane upon release (ball leaving the shooter's hands) except for the circle around the free throw line, which cannot be entered until the ball hits the rim. In other words, defensive players cannot block out the shooter until the ball hits the rim and the shooter cannot enter the lane until the ball hits the rim. **3rd and 4th grade divisions may cross the free-throw line when shooting.**
- 3rd, 4th, 5th, & 6th Grade: NO zone defense of any kind allowed. Full court press allowed ONLY in the last 3 minutes of a half and game if score differential is less than 10 points.**
- Women's basketball (28.5 in.) will be used in all divisions.
- FORFEITS COUNT AS A GAME. Bracket format will be determined by the number of teams. Game time is forfeit time. You may start a game with four (4) players.
- Only 2 coaches allowed on the bench at a time.
- We will have two **16-minute halves** with a running clock. **The clock will stop for free throws and timeouts only. If the score is less than 10 points, the clock will stop during normal clock stoppages during the last 3 minutes of the game.** There will be a 3 MINUTE HALFTIME.
- If the game is tied at the end of regulation, overtime will be played. The first overtime period will be two minutes, with the clock stopping as in regular play. If a second overtime is required, it is sudden death (first team to score, wins.) **A Jump Ball starts every overtime.**
- Substitution is allowed on dead ball situations only.
- Players are allowed five (5) fouls. Teams will shoot the bonus on the 7th team foul with two shots on the 10th team foul.
- Teams are allowed 3 timeouts per game. Each team will get one timeout for overtime (**timeouts do not carry over from regulation**).
- Each team must supply their own warm-up balls. We asked that coaches and parents make sure the balls are put away when your team is not playing. This includes NO BALLS in the common area.
- Roster changes will not be allowed after teams have checked in for the tournament.
- Individual awards will be given to 1st, 2nd, and 3rd places (if the division is full.) The number of awards will be determined by the number of teams in each division.
- All teams should arrive 30 minutes prior to their game start time. Games may start early if running ahead of schedule.**
- ALL PARTICIPANTS MUST BE LISTED ON THEIR TEAMS ROSTER WITH A PARENT SIGNATURE TO BE ELIGIBLE FOR PARTICIPATION.** If a player is caught participating with a team that they are not rostered with, OR without a parent's signature on the roster form, it will result in an automatic forfeiture of the game that they are caught playing in. Further offenses will result in a potential ban from future tournament participation for the player, team and/or Coach at the discretion of the tournament director.