

**Trailhead Tip-Off – 5<sup>th</sup>-8<sup>th</sup> Grade Basketball Tournament**  
**Official Rules & Regulations**  
**Effective for the October 2021 Tournament**  
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**Registration & General**

- Players must play at their grade level or higher. Players will not be allowed to play down in grade levels.
- Players may only play on one team and may not change rosters once the tournament begins. Players may be added to a roster before a team starts its first game.
- A non-tournament player may replace an injured player. This is solely at the discretion of the tournament director and only in emergencies.
- Locker rooms will not be available. Each team must supply its own ball(s) and towels.

**Tournament Format**

- There are four divisions:
  - 5<sup>th</sup> & 6<sup>th</sup> Grade Girls
  - 5<sup>th</sup> & 6<sup>th</sup> Grade Boys
  - 7<sup>th</sup> & 8<sup>th</sup> Grade Girls
  - 7<sup>th</sup> & 8<sup>th</sup> Grade Boys
- Each team is guaranteed three games. Two of these are scheduled for Saturday, and one is guaranteed on Sunday.
- The two games on Saturday are randomly assigned within divisions. At the end of play Saturday, teams will be ranked according to win-loss record. Tie breakers are, in order: head-to-head, point differential (up to +/- 10 per game), points allowed, and points scored.
- Sunday consists of a single-elimination bracket that is seeded according to Saturday play described above. A loss on Sunday is the end of the tournament for a team.

**Time**

- 3-minute warmup time, 2-minute halftime (time permitting)
- Two 20-minute running halves
- Clock stops the last 2 minutes of the second half if the game is within 10 points or less
- Game time is forfeit time. A team can start game with 4 players.
- 2-30 second timeouts per game (Timeouts do not carry over to OT)
- Overtime: Clock stops on all whistles
  - 1st overtime will be 2 minutes in duration with 1 timeout provided
  - 2nd overtime will be sudden death (first score wins)

**Jerseys**

- All teams must have similar shirts with visible numbers on the back.
- Teams are encouraged to bring multiple color options to distinguish between opposing teams of similar colors.
- No uniforms are provided by the tournament coordinators.

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**Fouls & Free Throws**

- Bonus at 7 team fouls
- Double bonus at 10 team fouls
- Clock **does not** stop for free throws unless game is within 10 points or less in the last 2 minutes of second half
- Players are allowed 5 personal fouls
- Technical fouls
  - Any technical foul will result in the opposing team being awarded 2 points and ball possession. Any player receiving a total of 2 technical fouls at any point during the tournament will be disqualified from the tournament.
  - Any coach receiving a total of 2 technical fouls at any point during the tournament will be disqualified, along with the coach's team, from the tournament.

**Defense**

- Full court pressure
  - 5<sup>th</sup>/6<sup>th</sup> grade division- no full court pressure allowed at any time; **It is allowed in the last 2 minutes if a team is trailing by 10 or more**
  - 7<sup>th</sup>/8<sup>th</sup> grade division- full court pressure allowed up until a team is ahead by 15 points or more
- Zone defense
  - 5<sup>th</sup>/6<sup>th</sup> grade division- no zone defense allowed at any time; regardless of score
  - 7<sup>th</sup>/8<sup>th</sup> grade division- zone defense allowed at any time