



Preseason

RAIDER RUMBLE

5th & 6th Grade Boys and Girls

Elam Ending

Basketball Tournament

RAIDER RUMBLE 5th & 6th GRADE BASKETBALL TOURNAMENT RULES

1. LENGTH OF GAMES

- A. 12 minute 1st half, approximately 7 minute second half plus Elam Ending - see #2 for details
- B. 2 Minute minimum between games / Warm-up - *can be adjusted according to scheduled start times*
- C. 3 Minute Half time

2. Elam Ending

- A. The clock will stop and shut off after the 1st whistle under 5:00 in the 2nd half. If the whistle is a shooting foul, the target score is set after the conclusion of the foul shot(s).
- B. The "Target Score" will be set by adding 4 (girls) 6 (boys) points to the highest score (ex. score is 20-16, the target score is 24). This score will be displayed as the time on the scoreboard
- C. The first team to reach that target score wins
Every game ends with a winning basket!

3. CLOCK

- A. Running Clock until whistles in the final 2 min of 1st half and in the 2nd half until the Elam Ending. The clock stops during any timeout.
- B. Each team will receive two 30 second timeouts per half (no carry over).

4. FOULS / FREE THROWS

- A. Shooting Fouls = Count 1 Shoot 1 for a 2 point shot or count 2 and shoot 1 for a 3 point shot (until Elam Ending)
- B. If fouled on a made basket, the basket counts and the player shoots 1 foul shot.
- C. 8 team fouls in a half = bonus (shoot 2 free throws)
- D. 5 fouls on a player = Player is eliminated from game
- E. **During ELAM ENDING** - Any shooting fouls, the player will shoot 2 foul shots for a 2 point shot and 3 shots for a 3 point shot (no +1 or +2 automatically)

5. DEFENSE

- A. All teams **MUST play Man to Man Defense**
 - Help and recover (no switching or trapping)
- B. Double teams are allowed out of the regular flow of your man defense or if the offense runs a Stall/Four Corner
- C. **Zone Defense CANNOT be played** - One Warning, then Technical foul on each occurrence thereafter.

6. PRESSING

- A. Must get back past half court when ball changes hands
- B. Pressing allowed the last 2 minutes of 1st half & during Elam

Ending/after the clock stops. (Unless ahead by 15 or more points)

- C. Zone Presses (see Rule 5-C)

7. BASKETBALLS

- A. All game balls will be provided by the site.
- B. Each Team is responsible for their own balls for warm-ups

8. GAME TIME

- A. Game time is game time. If your team is not ready to play by that time, the game will be forfeited by a score of 15 - 0.
- B. A team may start and finish a game with less than 5 players. C. If a site is running ahead of schedule, both coaches can agree to start the game early.

9. SCOREKEEPERS

- A. Each team needs to provide a scorekeeper for their book (we will provide score sheets for each team).
- B. Home team will be the official book.

10. TIE BREAKERS / TOURNAMENT SEEDING

- A. In a 2-team tie, head to head controls if applicable.
- B. If head to head is not applicable or a 3 or more team tie exists, first establish lower seeded teams in order using the following until the tie is reduced to 2 (see section 10.A) or higher seeding is determined.
 - 1. Most points allowed
 - 2. Point differential (max 15 points per game)
 - 3. Fewest points scored
 - 4. Coin flip

11. REPORTING SCORES

- A. Both coaches need to make sure the final outcome is on the official bracket and that the winning team is listed correctly.
- B. If you find an error, contact the Site Director immediately.

12. PLAYERS / COACHES / CONDUCT

- A. Players can only compete for one team/grade the whole weekend
- B. Players **MUST** be from the same school district
- C. Two Coaches get a free gate pass for the weekend
- D. One Scorekeeper gets a free gate pass for the weekend

ADMISSION: Adults - \$5 Students/Kids - Free

CONCESSIONS: Available in cafeteria near HS gym