



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

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

2. Elam Ending

- The clock will stop and shut off after the 1st whistle under 5:00 in the 2nd half.
- 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
- The first team to reach that target score wins
Every game ends with a winning basket!

3. CLOCK

- 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.
- Each team will receive two 30 second timeouts per half (no carry over).

4. FOULS / FREE THROWS

- 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)
- 8 Fouls in a half = bonus (shoot 2 free throws)
- 5 Fouls = Player is eliminated from game
- 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

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

6. PRESSING

- Must get back past half court when ball changes hands
- Pressing allowed the last 2 minutes of 1st half & during Elam Ending/after the clock stops. (Unless ahead by 15 or more points)
- Zone Presses (see Rule 5-C)

7. BASKETBALLS

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

8. GAME TIME

- 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.
- 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

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

10. TIE BREAKERS / TOURNAMENT SEEDING

- In a 2-team tie, head to head controls if applicable.
- 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.
 - Most points allowed
 - Point differential (max 15 points per game)
 - Fewest points scored
 - Coin flip

11. REPORTING SCORES

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

12. PLAYERS / COACHES / CONDUCT

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

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

CONCESSIONS: Concessions available in the commons outside the HS gym