Rogers Winter Warmup Basketball Tournament

November 14th and 15th, 2026

3rd – 5th Grade (Boys) 20-minute running halves

1. Jersey Color & Scorekeepers

Each team must provide a scorekeeper. One person/team is responsible for operating the score clock, while the other will fill out the official score sheet.

Home Team: Listed on the top of the applicable game's bracket or first in a pool play game; will wear light jerseys; and their scorekeeper is responsible for operating the score clock.

Visiting Team: Listed on the bottom of the applicable game's bracket or second in a pool play game; will wear dark jerseys; and their scorekeeper is responsible for filling out the official scoresheet.

2. Timing Factors

a. Games will consist of two 20-minute, running-time halves with stop-time the last two minutes of the second half.

b. Halftime will be three minutes. **NOTE**: The Tournament Director has the authority to adjust the length of the halftime if necessary.

c. Time outs are limited to three 60-second time outs per game.

d. **Overtime Periods:** Each team will be awarded one time out for each overtime period with no carryover of unused timeouts. There will be a 60-second intermission between overtime periods.
   The 1st overtime period will be two minutes, stop-time.
   The 2nd overtime period will be played until the tie is broken (sudden death).

e. **Grace Period:** Each team will be given a 10-minute grace period for their ***first*** game of the tournament. After a team's first game, game time is start time.

f. **A game should not begin earlier than the posted game time AND both teams must agree on an earlier start time (if the opportunity exists).** Be respectful of the fans planning to arrive to games as well as the posted game time. Teams and spectators are encouraged to arrive 15-30 minutes prior to game time.

3. Equipment

a. **Free throws and ball size:**
Free throw shooters may not cross the free throw line until the ball hits the rim.

Grades	Free Throws	Ball Size - Boys	Ball Size - Girls
3-4	12 Feet	27.5	27.5
5-6	15 Feet	28.5	28.5
7-8	15 Feet	29.5	28.5

b. **Uniforms:** Jersey tops must be of identical color and it is recommended they be numbered on the front ***and*** back. The following numbers are recommended: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54 and 55. A team may ***not*** have both numbers 0 and 00. Teams are encouraged to bring two sets of jerseys, if available.

c. Teams are responsible for providing their own first-aid and sanitizing supplies.

d. All jewelry must be removed ***prior to*** stepping onto the court. Players are ***not*** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

4. PLAYING RULES

a. **Free Throws:** Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half.

b. **Technical Fouls:** Two points and the ball will be awarded to the opposing team (do ***not*** shoot free throws on technical fouls).

c. **Defense/Pressing:**

Grades	Half-Court Defense	Full-Court Defense
3-4	Person-to-Person Only	Not Allowed
5	Person-to-Person Only	Person-to-Person Only
6-8	No Restrictions	No Restrictions

d. If a team is ahead by 15+ points with two minutes or less remaining in the second half, the remainder of the game will be played under running time. After a time out, the clock will start when the ball is touched by any player inbounds.

Exception: ***NO*** teams may use a full-court press if they are ahead of their opponent by 20+ points.
Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.

e. **FORFEIT POLICY:** Please make every effort to get to your games. If you need to forfeit a game, please notify the tournament director as soon as possible to notify them of the forfeit. We will then notify the opposing team. Be sure to list your complete team name and grade of the team.

f. **Ejection Policy:** Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest ***AND*** the next scheduled contest. Any player, coach or spectator ejected for **flagrant unsportsmanlike conduct** will be ejected for the remainder of the entire competition and may be subject to additional disciplinary action(s). Some examples of "flagrant unsportsmanlike conduct" include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player of coach), repeated use of profane language, etc.

The Protest Committee may review a disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. Furthermore, any person ejected from a contest must leave the vicinity **(out of sight and sound)** of the playing area immediately and is prohibited from any further contact **(direct or indirect)** with the team until such time that the suspension has been lifted. Failure to comply with the rules of ejection may result in **game forfeiture**.

Rogers Winter Warmup Basketball Tournament

November 14th and 15th, 2026

6th – 8th Grade (Boys) 14-minute stop-time halves

1. Jersey Color & Scorekeepers

Each team must provide a scorekeeper. One person/team is responsible for operating the score clock while the other will fill out the official score sheet.

Home Team: Listed on the top of the applicable game's bracket or first in a pool play game; will wear light jerseys; and their scorekeeper is responsible for operating the score clock.

Visiting Team: Listed on the bottom of the applicable game's bracket or second in a pool play game; will wear dark jerseys; and their scorekeeper is responsible for filling out the official scoresheet.

2. Timing Factors

a. All grades will play 14-minute, stop-time halves.

b. Halftime will be three minutes. **NOTE**: The Tournament Director has the authority to adjust the length of the halftime if necessary.

c. Time outs are limited to three 60-second time outs per game.

d. **Overtime Periods:** Each team will be awarded one time out for each overtime period with no carryover of unused timeouts. There will be a 60-second intermission between overtime periods.
   The 1st overtime period will be two-minutes, stop-time.
   The 2nd overtime period will be played until the tie is broken (sudden death).

e. **Grace Period:** Each team will be given a 10-minute grace period for their ***first*** game of the tournament. After a team's first game, game time is start time.

f. **A game should not begin earlier than the posted game time AND both teams must agree on an earlier start time (if the opportunity exists).** Be respectful of the fans planning to arrive to games as well as the posted game time. Teams and spectators are encouraged to arrive 15-30 minutes prior to game time.

3. Equipment

a. **Free throws and ball size:**
Free throw shooters may not cross the free throw line until the ball hits the rim.

Grades	Free Throws	Ball Size - Boys	Ball Size - Girls
3-4	12 Feet	27.5	27.5
5-6	15 Feet	28.5	28.5
7-8	15 Feet	29.5	28.5

b. **Uniforms:** Jersey tops must be of identical color and it is recommended they be numbered on the front ***and*** back. The following numbers are recommended: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54 and 55. A team may ***not*** have both numbers 0 and 00. Teams are encouraged to bring two sets of jerseys, if available.

c. Teams are responsible for providing their own first-aid and sanitizing supplies.

d. All jewelry must be removed ***prior to*** stepping onto the court. Players are ***not*** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

4. Playing Rules

a. **Free Throws:** Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half.

b. **Technical Fouls:** Two points and the ball will be awarded to the opposing team (do ***not*** shoot free throws on technical fouls).

c. **Defense/Pressing:**

Grades	Half-Court Defense	Full-Court Defense
3-4	Person-to-Person Only	Not Allowed
5	Person-to-Person Only	Person-to-Person Only
6-8	No Restrictions	No Restrictions

d. If a team is ahead by 20+ points with seven minutes or less remaining in the second half, the remainder of the game will be played under running time. After a time out, the clock will start when the ball is touched by any player inbounds.

Exception: ***NO*** teams may use a full-court press if they are ahead of their opponent by 20+ points.
Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.

e. **FORFEIT POLICY:** Please make every effort to get to your games. If you need to forfeit a game, please notify the tournament director as soon as possible to notify them of the forfeit. We will then notify the opposing team. Be sure to list your complete team name and grade of the team.

f. **Ejection Policy:** Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest ***AND*** the next scheduled contest. Any player, coach or spectator ejected for **flagrant unsportsmanlike conduct** will be ejected for the remainder of the entire competition and may be subject to additional disciplinary action(s). Some examples of "flagrant unsportsmanlike conduct" include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player of coach), repeated use of profane language, etc.

The Protest Committee may review a disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. Furthermore, any person ejected from a contest must leave the vicinity **(out of sight and sound)** of the playing area immediately and is prohibited from any further contact **(direct or indirect)** with the team until such time that the suspension has been lifted. Failure to comply with the rules of ejection may result in **game forfeiture**.