



Red Storm Tournament Rules and Regulations

March 1, 2026



Rules and Regulations
March 1, 2026-March 1, 2027

Index

Eligibility

- **Eligibility Requirements**
 - Proof of Age
 - Proof of Grade
- **Multiple Team Participation**

Rosters

Game Logistics

- **Length of Games**
- **Time Outs**
- **Running Clock Rule**
- **No Press Rule**
- **Length of Overtime**
- **Length of Halftime**
- **Length of Pre-Game Warmup**
- **Foul Shooting**
- **Ball Specification**
- **Goal Height**
- **Forfeits**
- **Uniforms**

Conduct

- **Participant Conduct**
- **Coach Responsibility**
- **Coaches Restrictions**
- **Unsportsmanlike Disqualification**

Bench Governance

- **Bench Personnel**
- **Bench Conditionals**

Protests

Eligibility

- Proof of age is required and must be made available at all times. Players must possess a legible copy of their birth certificate for verification.
- Proof of grade is required and must be made available at all times. Players must possess a legible copy of their report card, progress report, or online grades that shows player's name, school name, current grade, and current year.

Eligibility Disqualification

- If a player is to be found ineligible prior to the start of the tournament, that player will be expelled and the team can continue
- If a player is discovered to be ineligible after the start of the event, that player will be expelled from the event, and the team will forfeit all games played to that point. The team may continue if applicable.
- If the coach had prior knowledge of the ineligible player, the head coach will be expelled for the remainder of the event.

GRADE BASED COMPETITION RULES

4TH GRADE – An athlete must be in the 4th grade or below as of October 1, 2025 and cannot turn 12 prior to September 1, 2026.

5TH GRADE – An athlete must be in the 5th grade or below as of October 1, 2025 and cannot turn 13 prior to September 1, 2026.

6TH GRADE – An athlete must be in the 6th grade or below as of October 1, 2025 and cannot turn 14 prior to September 1, 2026.

7TH GRADE – An athlete must be in the 7th grade or below as of October 1, 2025 and cannot turn 15 prior to September 1, 2026.

8TH GRADE – An athlete must be in the 8th grade or below as of October 1, 2025 and cannot turn 16 prior to September 1, 2026.

9TH Grade- An athlete must be in the 9th grade or below as of October 1, 2025 and cannot turn 17 prior to September 1, 2026.

10TH Grade- An athlete must be in the 10th grade or below as of October 1, 2025 and cannot turn 18 prior to September 1, 2026.

Grade Exception Policy- A player may tryout to play down a grade if they fit the below criteria:

Grade as of October 1, 2024	Requested Grade	Birthdate Requirement
4th Grade	3rd Grade	Born on or after September 1, 2016
5th Grade	4th Grade	Born on or after September 1, 2015
6th Grade	5th Grade	Born on or after September 1, 2014
7th Grade	6th Grade	Born on or after September 1, 2013
8th Grade	7th Grade	Born on or after September 1, 2012
9th Grade	8th Grade	Born on or after September 1, 2011
10th Grade	9th Grade	Born on or after September 1, 2010

Multiple Team Participation

- A player is not allowed to participate on two teams within the same age group
- A player who meets age guidelines may participate in a maximum number of two different age groups per tournament

Rosters

- Roster limits are set at 15 players
- Official rosters must be turned in at check in of the event. If a coach does not submit a roster, the roster from the official scoresheet of game 1 will be used for the remainder of the event.
- No roster changes can be made after a coach check's in to an event

Game Logistics

- **Length of Games**
 - **3rd-8th Grades:** (4) 6 Minute Quarters-Stop Clock
 - **9th-12th Grades:** (4) 7 Minute Quarters-Stop Clock
- **Time Outs**
 - (2) Full, (3) 30 per 4 quarter game
 - (1) Timeout per overtime period
- **Running Clock Rule**
 - At any time if a team is winning by 25 points, the clock will run until the opposing team cuts the lead below 10 points. The clock will not stop except for time outs, technical fouls, injury or emergency.
- **No Press Rule**
 - At any time, a team leads by 20 points, the winning team may no longer play defense in the front court. They must play defense behind the half court line. The first offense will result in a warning.

The second offense will result in a technical. A third offense will result in the ejection of the head coach.

- **Length of Overtime**
 - **Pool Play: Sudden Death**
 - First made field goal or free throw
 - **Bracket Play:**
 - 1 Minute Periods until a winner is determined
- **Length of Halftime**
 - Minimum 3 Minutes
- **Length of Pre-Game Warmup**
 - Minimum of 5 minutes
- **Foul Shooting**
 - LHSAA rules will govern foul shooting. Teams will begin to shoot 2 foul shots on the (5th) foul of each quarter. Fouls will reset at the beginning of each quarter.
- **Ball Specification**
 - **3rd-6th Grades:** 28.5 Ball
 - **7th-Varsity:** 29.5 Ball
- **Goal Height**
 - All participating grades will use regulation 10 foot height baskets.
- **Forfeits**
 - Teams must be present at time of their first scheduled game or risk forfeit. There will be a maximum 15-minute grace period before a game is called a forfeit.
 - After a team's first game, teams must be prepared to start games a maximum of 30 minutes early.
 - A 15-minute grace window will be allotted to teams not ready to begin 30 minutes prior to the scheduled start time. At this point, a forfeit can be called.
 - A team that forfeits more than 1 pool play game is automatically disqualified from the event.
 - A team that forfeits their last scheduled bracket play game will not be eligible for tournament awards.
- **Uniforms**
 - All teams must have either reversible jersey tops, or two separate jerseys. (One light colored and one dark colored)
 - Approved Numbers: 0-99
 - The home team in each game will wear light colored jerseys.
 - A printed number must be present on each jersey.
 - No players may play without a team issued matching jersey top.

Conduct

- **Participant Conduct**
 - The conduct of players on and off the court should remain above reproach or risk expulsion from the event.
- **Coach Responsibility**
 - Coaches are responsible for all team representatives: Head Coach, Asst. Coaches, Players, and Spectators.
- **Coaches Restrictions**
 - No coach can participate in tournament functions without properly being checked in under their corresponding team.
- **Unsportsmanlike Disqualification**

- A team or player can be subject to disqualification from the tournament for any behavior deemed inappropriate or unsafe.
 - An ejection of any coach, player, or fan will result in immediate suspension for the remainder of the day.
 - A second ejection of any coach, player or fan will result in immediate suspension from the tournament and/or banning from the facility.

Bench Governance

- **Bench Personnel**
 - A maximum of 3 registered coaches can sit on a team's bench. A coach must be wearing a tournament issued wristbands.
 - Officials will only communicate with the Head Coach of the team participating.
- **Bench Conditionals**
 - All coaches seated on the bench must be checked into the tournament under their team and must be wearing a tournament issued wristband at all times.

Protests

- **Official Protests Must Meet All Of The Following Guidelines:**
 - **Protest Fee: \$100 Cash**
 - \$50 will be refunded if the protest is deemed successful
 - All protests must be turned into the tournament director prior to the start of the game
 - At this time, the tournament director will check all age verification documents of the protested team. Any player not able to present age verification documents will not be eligible to participate in the protested contest.
 - At the time of age verification, only the tournament director, his staff, and the Head Coach turning in eligibility documents will be in the room. Tournament staff will reference the team's official tournament roster to make eligibility determination.
 - If a player is deemed ineligible during pool play, any prior games played will be marked as a forfeit and the team may continue.
 - If a player is deemed ineligible once pool play has completed, that team will be forfeited out of the event.