



**Churchill County Parks & Recreation Department**  
**THANKSGIVING HOLIDAY CLASSIC**  
**Co-Ed Youth Basketball Tournament**

1. This is a Co-Ed tournament. When five (5) players are on the court, a minimum of two (2) must be female. Games may start with a minimum of four (4) players given at least one (1) male and one (1) female is present on the court; however, teams are required to have five (5) players by half time. Teams who do not have five (5) players on the court following the half will forfeit the game.
2. All players must be on the official roster before the start of the team's first game. No players may be added later. Players on the roster must play by the second game. Teams are allowed more than 10 players on the roster; however, only 10 awards and shirts will be given per team.
3. A player may play in a division higher than their own; however, they cannot play in a lower division.
4. Proof of a player's grade must be provided if protested by the opposing team. Coaches shall notify the Tournament Director at the beginning of the game, and a \$25 non-refundable protest fee will be collected. Acceptable proof of age documents will be such items as a birth certificate, report card, student I.D. or anything that states the child's age/grade. The Tournament Director's decision shall stand and be final. Protest fee will be submitted to the Churchill County Parks & Recreation Department.
5. This is a true double elimination tournament. There will be an **IF** game in the event that a loss in the Championship Game results in the first tournament loss for that team.
6. Each team will be allowed two (2) timeouts per half. There will be NO carry-over on timeouts. In overtime, each team shall have one (1) timeout with NO carry-over.
7. Warm-up time will be 3 minutes. If necessary, there will be a 5-minute forfeit time given after the warm-up time. If a team does not have the requisite players present to compete at the end of the 5-minute window that team will forfeit the game.
8. Game times on the bracket are estimates. Teams must be at the gym and ready to play at least **1 hour** before game time during the whole tournament in case of an unexpected forfeit. The tournament will not wait for a team. No exceptions!
9. 1<sup>st</sup> – 3<sup>rd</sup> grade division will play 10-minute halves, 4<sup>th</sup> – 6<sup>th</sup> grade will play 12-minute halves, and 7<sup>th</sup> – 8<sup>th</sup> grade will play 14-minute halves. Halftime shall consist of 2 minutes. The clock will **NOT** stop on the whistle, except for the last 2 minutes of the game. All overtime periods will be 3 minutes long with the clock stopping in the final 2 minutes of the period.
10. 1<sup>st</sup> – 3<sup>rd</sup> grade division will have the following additional rules:
  - \*May not full court press except during the final 2 minutes of the game.
  - \*20-second time limit to get the ball across half court.
  - \*Allowed three (3) steps between dribbles.
11. A 20-point lead with 5 minutes or less remaining during the second half of the game will be called a win and the next scheduled game will start. Officials make the call and this rule will be strictly enforced.
12. One and one is shot on the 7<sup>th</sup> team foul. Double bonus will be awarded on the 10<sup>th</sup> team foul.

13. 1<sup>st</sup> technical foul - player will sit out for 2 minutes  
2<sup>nd</sup> technical foul - player will be out for the rest of the game  
3<sup>rd</sup> technical foul – player will be ejected from the tournament.

Technical fouls are cumulative across games. Any player ejected from the tournament may be asked to leave the gymnasium at the discretion of the Referee(s) and the Tournament Director. No foul language or improper behavior will be tolerated. Referees are volunteers and all calls are final.

14. Any player receiving a technical foul will not be eligible for individual post-tournament awards.
14. No arguing with the Referee(s) will be tolerated. If a coach argues with an official and is ejected, the game will stop and the coach must leave the gym before it resumes. Coaches given two technical fouls in a game will be ejected. The coach may be allowed to continue coaching his/her team's next regularly scheduled game at the discretion of the Tournament Director.
15. Fighting will not be tolerated during the entire tournament. Any players or coaches involved in a fight will be ejected from the tournament and required to leave the gymnasium for the duration of the event.
16. Derogatory, insulting, or offensive comments from spectators will not be tolerated and may be cause for removal from the gymnasium. This applies to tournament participants, coaches, and players acting as spectators for games in which they are not directly competing.

The Churchill County Parks & Recreation Department, coaches, referees, and volunteers are not liable for any damages, lost/stolen articles, or injuries sustained during the tournament on or off the court.

Coaches, players, and spectators are expected to provide reasonable care with regard to the facilities being used (gym, locker rooms, restrooms, and landscaping). This includes disposal of trash and waste in appropriate receptacles. Food will be allowed in the gymnasium. Players may have water or sports drink in plastic containers only.

**Coaches: We ask your assistance in keeping the team's bench area clean.**

It is the coach's responsibility to make sure that their players are aware of all rules, as well as the player's conduct on and off the court. **Those who are not competing in the next game must stay off the court during & between games. This enables teams to warm up without interference.**

**No Alcohol or Drugs Allowed on the premises** – Churchill County Parks & Recreation enforces an Alcohol & Drug Free Environment.

**GOOD LUCK AND HAVE FUN!**

## Individual Division Rules

### 1-3 Grade Division

- Must Dribble within 3 steps
- All fouls will be called (minor and major)
- Double Dribble is allowed
- Three Point shots are allowed
- Back Court is allowed
- 20 seconds to get ball across half court
- Three seconds in the key allowed
- Bonus, 1 and 1 on the 7<sup>th</sup> team foul
- Double Bonus, 2 shots on the 10<sup>th</sup> foul
- Possession arrow in effect on jump balls

### 4-6 Grade Division and 7-8 Division

- 5 Second inbound
- 5 Seconds holding (possession)
- 10 Seconds to the half court
- 3 seconds in the key not allowed
- All fouls called (minor and major)
- Three point shots are allowed
- No Double Dribbling
- No Traveling
- No Carrying the ball
- Bonus, 1 and 1 on the 7<sup>th</sup> team foul
- Double Bonus, 2 shots on the 10<sup>th</sup> foul
- Possession arrow in effect on jump balls