

2026 Jr. Rockets Tournament Rules

Sportsmanship

- All players, coaches, and spectators are expected to be respectful of the game and the officials. Threatening or abusive language or behavior will not be tolerated.
- Referees are instructed to have zero tolerance for foul or abusive language from players, coaches, parents, or fans. Referees have the authority to issue technical fouls and, if necessary, ejections. Coaches are responsible for the behavior of their players, parents, and fans. Referees' and Tournament Officials' decisions are final.
- Only the head coach may stand and speak with officials; introductions are to be done prior to the start of the game. Any Coach issued a technical will be asked to leave the bench for the remainder of the tournament.

Team Designation

- Home team should wear lighter jersey; Away team should wear darker jersey. The team listed first is the home team.
- Scoreboard operators will be provided. One team is to provide a volunteer to keep the official scorebook for the game.

Clock

- Games will be 18-minute halves with a running clock. The clock will stop for injuries and timeouts, and during the last 2 minutes of the game. If the team is ahead by 15 or more points, the clock will continue to run. There will be 3 minutes for halftime.

Overtime

- Jump ball to begin a 2-minute overtime period with regular stoppage of play. Second overtime is sudden death. One time out per team during OT.

Time Outs

- Two one-minute timeouts per half. Timeouts do not carry over.

Defense / Press

- 5th & 6th: Man-to-man defense only. Pressing is allowed only during last 2 minutes of each game. No Zone Defense at any time, no trapping.
- 7th & 8th: Any defense is allowed.
- No pressing after a 15-point lead.

Technical Fouls

- Automatic two points and possession of the ball. Two technical fouls will result in ejection from the facility.

Fouls

- 7 fouls will be 1 and 1 shooting, 10 fouls double bonus; reset at halftime

Ball Size/Grade specific

- Regulation ball (29.5) will be used at 6-8th grade levels; 5th grade will use 28.5.
- 5th grade may jump over free throw line

Scoring and Tiebreakers

- Following pool play, teams will be seeded for bracket play. Tiebreakers are (in order): win/loss record, fewest points allowed, point differential (capped at 15 per game), total points scored, coin flip. Adjustments may be made by the tournament director to discourage two programs from contesting each other.

Championship Brackets

- At each grade level, all teams will be seeded and proceed to a single-elimination Championship Bracket played on Sunday.
- Awards to first place teams

**Teams should be ready 20 minutes prior to game in the event we are running ahead of schedule. Teams with back to back games will be allowed a minimum of 5 minutes between games.*

All games will be held at Richmond-Burton Community High School, 8311 Route 31, Richmond, IL

Any issues or concerns should be directed to Kelly Preston 815-236-4096;
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