

# T1E TOURNAMENT GUIDE

## Program Details

- **Registration Deadlines:** Friday, one week prior, unless specified
- **Schedules:** Posted Wednesday; not final until Friday 10 a.m.
- **Registration Fees:** Paid prior to schedule release; due Monday of event week
- **Check-In:** Bring all required documents; optional digital copies accepted
- **Event Reminders:** Arrive early; ensure proper uniforms; review game structure, tie-breakers, technical fouls

## Team Check-In & Roster Requirements

- A team representative (coach or assistant) will check in all players.
- **Event Locations:** South Metro area high school and middle school gyms.
- **Proof of Age (upon request):** Birth Certificate, Passport, State ID
- **Proof of Grade (upon request):** Report Card, Student ID, Online School Portal
- **Printed Team Roster** with names & jersey numbers
- Optional: Digital copies (photos/screenshots) for faster check-in

## Coaches Requirements

- Roster changes must be submitted immediately with an updated roster.
- Players may only compete on one (1) team per division.
- Players may not play down in age or grade without prior T1E approval.
- Eligibility Committee decisions are final.
- **Challenge Rules:** Only the Head Coach may challenge a player's eligibility.

## Grade Level Eligibility

- **Varsity:** | Any grade; **must be enrolled in high school**
- **JV (Junior Varsity):** Max Age 14-17 | Any grade; typically JV or small school varsity
- **9th Grade:** Max Age 14-15 | Must be in 9th grade or just completed prior to summer
- **8th Grade:** Max Age 13-14 | Must be in 8th grade or just completed prior to summer
- **7th Grade:** Max Age 12-13 | Must be in 7th grade or just completed prior to summer
- **6th Grade:** Max Age 11-12 | Must be in 6th grade or just completed prior to summer
- **5th Grade:** Max Age 10-12 | Must be in 5th grade or just completed prior to summer
- **4th Grade:** Max Age 9-10 | Must be in 4th grade or just completed prior to summer

## Conduct & Disciplinary Rules

- Coaches are responsible for the conduct of all players, assistants, and spectators
- **Zero-Tolerance Policy:** Any abusive language or behavior will result in immediate removal and suspension until reviewed. Further disciplinary action may include disqualification from current and future events
- **Respect Referees:** No verbal abuse of officials; violators **removed immediately**

## Technical Fouls

- Player/Coach: 2 technical fouls = ejection from current game + suspension next game
- Spectator: Ejection; head coach charged 1 technical; opposing team awarded 2 points; coaches remain seated
- Team: 3+ technicals may result in forfeiture; Tournament Director may disqualify teams based on behavior
- **Violent/Threatening Behavior-Immediate forfeiture, possible permanent removal, authorities notified.**

## Equipment & Court Specifications

- **Ball Size:** Boys 3rd–5th & All Girls: Size 6 (28.5”), Boys 6th+ : Size 7 (29.5”)
- **Basket Height:** 10 feet | Court Size: 84’ x 50’ or larger
- **3-Point Arc:** 19’ 9” | Free Throw Line: 15 feet
- **Uniforms:** Matching uniforms with visible numbers; home/light color recommended; hard/dangerous materials not allowed; earrings may be taped; all other jewelry not allowed; casts/splints with metal/hard objects prohibited
- **Filming & Photography:** Only from designated spectator areas
- **Team Supplies:** Each team provides basketballs; trainer on site; ice packs recommended

## Game Structure

- **Warm-Up:** Minimum 3 minutes | Game: 20-minute halves
- **Forfeiture:** Minimum 4 players to start; may continue with 3; game time = forfeit if under minimum
- **Half-Time:** 2 minutes | Overtime: 2 minutes; 2nd OT = sudden death
- **Timeouts:** 2 per half; 1 per extra OT; unused do not carry over
- **Pressing Defense:** Allowed throughout
- **Clock Stoppage (7th+ & 6th-):** Stops only for timeouts/halftime; runs if lead  $\geq 15$  pts; stops if lead  $< 10$ ; game ends if lead  $\geq 20$  at 2-min mark 2nd half
- **Advancement of Ball:** Last 2 min 2nd half/OT, may advance after basket or defensive rebound using timeout.
- **Fouls:** Technical 2 pts mid-court; Flagrant 2 pts at spot; Bonus 2 free throws on 10th team foul per half

## Tie Breakers & Forfeits

- **Two Teams:** Head-to-head; if none, points for/against
- **Three+ Teams:** Point differential (max 15 pts/game); if still tied, lowest defensive points ranks higher; if still tied, head-to-head; coin flip if more than two tied
- **Forfeits:** Score = 15-0