2026 National Championship Tournament Competition Rules

Texas UIL rules will be followed with the following exceptions highlighted below:

Game Information

- The designated **home team** should wear light-colored jerseys. The home team is listed last in pool play and on the bottom on the bracket. The designated **visitor team** should wear dark-colored jerseys. The visitor team is listed first in pool play and on top on the bracket.

- Regulation clock will be used except as noted below (combined grade divisions will play the time of the older grade):
  - 4th & 5th Grade Divisions will play 12-minute halves.
  - 6th & 7th Grade Divisions will play 14-minute halves.
  - All other divisions will play 16-minute halves

- **Running Clock** – For all divisions, when a team leads by 25 points or more during the 2nd half of a game, a running clock will be used. The clock will then be stopped only for time-outs, injuries, or the officials' discretion. If the lead is reduced below 25 points, the regulation clock is resumed.

- **Half time** - 2 minutes for all divisions, as time permits.

- **Overtime** - First overtime period will be 3 minutes, second overtime period will be 2 minutes, third overtime will be first team to score **(in pool play only).** Bracket games will continue with 1-minute overtime periods.

- **Timeouts** - Each team will be allowed 3 thirty-second timeouts per game. One additional timeout will be allowed for each overtime period. Players are permitted to sit on the bench during a time out.

- **Free Throws** - Teams will NOT shoot 1&1 free throws. Teams will only shoot the double bonus beginning with the 10th team foul and all in the act of shooting fouls.

- **Game Ball/ Scorekeeper/ Clock Operator** - The home team shall provide the game ball and a qualified scorekeeper. The visiting team shall provide a qualified clock operator. These responsibilities can be changed with the mutual agreement of both teams and at the discretion of the Tournament director. A scorekeeper or clock operator can be removed and replace at any time by the game officials or Tournament Director, whenever is it deemed appropriate to do so. Volunteer scorekeeper/clock operator must refrain from showing partiality, coaching players on the floor, or commenting on calls made by officials.

- **Ball Size** - Boys' Divisions 4th through 6th Grade and all Girls' Divisions will use a 28.5 basketball. All Boy's Divisions 7th Grade and older will use a 29.5 basketball.



Behavior

- **Coach / Player Ejection** – If a coach/player is ejected by the officials, he/she must immediately leave the playing area. If the coach/player complies with the officials & tournament staff promptly, he/she will be allowed to coach/play the next game. If a coach is uncooperative, he/she may not be allowed to coach/play for the duration of the tournament. Multiple game ejections may result in additional suspension or correction action by the Tournament Director.

- **Behavior Expectations**

    - Only **ONE** coach is allowed to stand in the bench area at any time. Three coaches maximum in the bench area. If a coach receives a technical during the game, the coach **MUST SIT (no standing)** the remainder of the game.

    - Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches, fans on and off the court and must promote the best sportsmanship, win, or lose. The Tournament Director or any game official may remove a player, coach, or fan from a game, tournament, or venue for inappropriate behavior. Tournament staff may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the events. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.

- **Zero Tolerance Policy –** If any of the following actions take place:

    - Deliberate heckling of officials, parents, players, or coaches
    - Fighting by any person in attendance
    - Any threatening act that may endanger any person in attendance

    Tournament staff reserves the right to take any or all the following actions:

    - Removal from tournament
    - Possible forfeiture of the game
    - Expulsion from any future Alodia events
    - Law Enforcement Involvement



Tiebreaker for Pool Play

- Two Team Tie - winner of game between two teams tied awarded higher place, with losing team awarded next place.

- Three or more teams tied

    - A - Head-to-head record for tied teams, with placing/seeding based upon the head-to-head record.
    - B - If head-to-head records are the same for 3 or more teams, the Point Differential Rule is used (each team given a point differential for each game played, with a maximum +15 or -15 differential for any one game). In the event of a forfeit, the forfeiting team shall be given -15 points and the team receiving the forfeit will be given +15 points. In the event of a double forfeit, each team is given a loss with a point differential of 0.
    - C - Point Differential used for all pool or round robin games. Places awarded based upon highest Point Differential.
    - D - If two teams have the same point differential, winner of the head-to-head game between the teams is awarded the higher place.
    - E - If three or more teams remain tied, higher place awarded based upon the lowest defensive points allowed. Any remaining ties awarded based upon head-to-head competition.

Application of Rules

- The Tournament Director may modify the Tournament Rules when the Tournament Director deems it in the best interests of the tournament to do so and all teams, coaches, players, and attendees will be bound by any such charge.



Player Eligibility & Protest Process

Player Eligibility:

- Divisions are grade-based **using the 2025-26 school year for grade of division!** Regardless of age, players are only eligible to play in their grade division or higher. Players cannot play in a lower grade division. **Players can only play for one team per division and must play in the applicable gender division.**

- Coaches may apply for a grade exception in ADVANCE of the tournament for players who have been accelerated in school due to academic excellence. Grade and age verification will be needed to review this exception.

- **Teams must bring proof of grade AND proof of age to the tournament.**

    - Grade – Report card, School ID with grade
    - Age – Birth Certificate, Passport, Driver's License
        - Digital and physical copies are acceptable

- Proof of grade (and age if applicable) MUST always be available for event staff **within 10 minutes of request**. Failure to have information available when requested may result in player ineligibility, pool game forfeiture (plus previous pool games forfeitures and automatic 4th place in pool), or team disqualification if found in bracket play.

Protest Process

- Player protests will only be received from the HEAD COACH of an opposing team. The protest fee is **$100 per player paid in cash only**. The protest must occur BEFORE the second half of a game. The protest fee must be presented before any action is taken. The player being protested must produce proof of grade and age if applicable. If the protest is lost or no documentation is presented, the player is ineligible for the tournament (see above team consequences). If the player has already played in the protested game, the team forfeits the protested game. If the player's grade (and age if applicable) is validated, the $100 is forfeited and the player is eligible to compete in the game and the tournament.