

2026 Minnesota Youth Basketball State Championship 5-Star Regional Qualifying

General Information

The Pacesetter Minnesota State Tournament will begin with 5-Star Regional Playoffs:

Southeast: Rochester	Jan. 31-Feb. 1
Southwest: Redwood Falls	Feb. 21-22
Central: St. Cloud	Feb. 14-15
Northwest: Bemidji	Feb. 21-22
Northeast: Grand Rapids and Mountain Iron	Feb. 14-15

REGISTRATION LINK: <https://pacesettersports.redpodium.com/mn-youth-basketball-tournament-registration-25-26>

Invitations to Post-season Play

The champion and runner-up from each region will be invited to the Minnesota Youth Basketball State Tournament in St. Cloud on SUN, March 29. Each STATE CHAMPIONSHIP bracket will involve 8-10 teams. Teams will play 3-4 games in one day.

All other regional teams will be invited to play in the Minnesota Invitational Tournament (MIT) in St. Cloud on Saturday, March 28. This year, the MIT will be expanded to include teams from other states and countries. Top teams from MN-IA-WI-ND-SD in this tournament will be considered for GREAT STATE invitations.

The top two teams at the Minnesota State Tournament will be invited to play in the Pacesetter Great Five-State championship at the Target Center in Minneapolis. Dates and location will be posted on www.pacesettersports.net as soon as they are finalized. "Great State" games are played in conjunction with Minnesota Lynx home games.

Regional, State and Great-State Tournament Formats

Region, state, and Great State tournaments are "single elimination" from the championship, but teams will play 3-4 full games in each tournament. Most Pacesetter tournaments are 1-day tournaments. The Great State Championships can be 1-2 days.

PROCESS AFTER A TEAM REGISTERS

Individual Player Waivers and Team Roster

Individual players MUST have an individual player waiver form submitted online by a parent/guardian.

The online link is: <https://pacesettersports.redpodium.com/mn-youth-basketball-tournament-registration-25-26>

Only teams that have submitted their roster and all waivers can be placed in the bracket. Teams that advance to "post-season" play are not required to fill out additional waivers or rosters but are required to turn in a paper copy of their roster at each tournament. All waivers and roster must be submitted no later than 4:00 pm the Wednesday preceding the tournament.

Special Roster Requirement

Online roster must be filled out prior to the tournament. The online roster link is:

<https://pacesettersports.redpodium.com/roster-mn-youth-basketball-tournaments-25-26>

Teams that have players from a city that has more than one school district OR teams that have players from more than one school MUST submit their team roster two weeks prior to the tournament. Players on these teams must indicate their school, so enrollment can be verified in advance. This policy will help prevent eligibility questions at the tournament.

REMINDER: Please print off the online roster, bring it to each region tournament and turn it in at team check-in.

(We suggest making copies of the online roster, so you have them ready for every Pacesetter tournament you enter.)

Eligibility

Only players who have played on high school teams come under the jurisdiction of the Minnesota High School League. These players may not play in a Pacesetter regional tournament until their specific team is eliminated from post-season play. Since there is no post-season play for JV, B or C teams, their season is finished when their last game is played. All players on a Pacesetter team must either be enrolled in the same school, live, or attend school in the same city, the same school system, or the same tribal community. Two or three schools may combine, however, to form one team if the combined enrollment of the schools for grades 9-12 is 400 or fewer. If combining schools are not adjacent to the other school or schools, Pacesetter must approve the combination.

All tribal communities with a high school in their tribal community must abide by the school enrollment guidelines. Only tribes without a high school in the tribal community may play as one tribal community. Multiple tribal communities without a high school may not combine to play as one team.

SOME EXCEPTIONS: 1) private schools whose “feeder” schools are located in another school district, 2) schools or programs consolidating for the following year and 3) transfer students who have officially enrolled. In these circumstances, players are allowed to play together with their future teammates if the connection is official. The philosophy behind this decision is that the whole system is designed to help “hometown teams”, or area community-based teams, improve with their future teammates, and these players are part of that future. A player who is “thinking” about transferring to another school would not be allowed to play for that school until the transfer is official.

Younger players may play at a higher grade level, but older players may not play at a younger grade level. Teams may play in more than one region, but special guidelines apply for teams that win a region – *see* (Frequently Asked Questions).

Team Manager - scorekeeper

Each team needs to provide a "team manager" 14 years old or older to run the scoring table - either to keep the clock or to keep the scoresheet. The two team managers can decide who takes each duty. Team managers will receive a wristband for free admission for the day, which will be provided when the team managers check in at the Coaches' Sign-in table.

Tournament Brackets

Once all tournament brackets are created, team coordinators will be sent pdf copies of the bracket, and the brackets will be posted on the website.

Starting and Ending Times

Teams should always double check the main wall schedule for starting times. Teams are asked to be at their court 10 minutes prior to game time. Teams should also check the main schedule area frequently for any special announcements or adjustments. Always be certain you have completed your last possible game before leaving the tournament permanently.

Game uniforms

Numbered jerseys are required and should have numbers on the front and back to help officials since individual fouls are kept. Teams should bring two colors of numbered, jerseys. Numbered reversible jerseys are ideal. As a basic guide, the top team in the bracket for each game will be light and the bottom team dark. In pool play (1 vs. 2, for example) the first team listed will be light and the second team listed will be dark.

Dressing prior to the game

Locker rooms are usually not available, so it is best for players to come dressed for the game with warm up gear.

Practice basketballs

Teams should bring their own practice balls, which are the responsibility of each team.

Valuables and equipment

Teams are responsible for their own valuables – always be careful. Carrying bags to the bench area and stowing them under the chairs may be the best idea.

Tape and first aid basics

Teams should bring some tape and basic first aid supplies: tape, band-aids, bench towels, large baggies for ice, etc. Ice should be available at the tournament.

Time between games

An effort will be made to space the time between games, but it is often impossible not to have back-to-back games or a longer break due to byes, # of teams, etc. Please be positive and use your break constructively.

Admission and Concessions

An ALL-DAY pass for children K-12 is \$5.00 and for adults \$10.00. Children pre-K and younger are free. Tournaments may or may not offer a concession stand with food, snacks, and beverages. Please encourage your team to clean up their mess. When schools are providing the concession stand as a fund raiser, no other food or beverages may be brought into the building. Sports drinks and water bottles are allowed. Fans should not bring in their own chairs without prior approval. Updates with further information for each tournament will be provided the week of the event.

Positive attitudes

Please be positive in your actions and words and encourage parents and players to be positive at all times. Attitudes are very contagious and helping a positive one to “catch on” with your group will teach a valuable lesson for life and make it a great day for everyone.

Sportsmanship

Please remind players and fans of the importance of their conduct. There will certainly be calls by the referees that seem unfair to your team---THAT'S A PART OF BASKETBALL--- but everyone is asked to accept that fact with maturity, setting a good example for the kids. If you feel it is necessary, speak politely to the officials during a break.

Have a Great Tournament!