



## TEAM RESPONSIBILITIES

1. Each team's coach is responsible for checking the team in at the check-in table and picking up their team packet prior to first game.
2. A team must have a minimum of 5 players ready to play no later than 3 minutes after the official game time or the team must forfeit the game. Exceptions if a team is playing on another court the previous game.
3. Teams are responsible for its own balls and must bring at least one good game ball. The smaller 28.5 oz. ball will be used for all divisions.
4. All players must have numbered game jerseys (numbers can either be on the front or back).
5. Each team will have to provide one person to keep score or time.
6. We encourage teams to not make roster changes the day of the event. In case you need to make a change, **ALL** changes must take place prior to the team's first game.
7. Any team using an ineligible player will be disqualified for the entire tournament.

## PLAYING RULES

1. **Length of Game:** Continuous running of the clock, except the last minute of each half. Clock will not stop in the second half if the point differential is 15 points or more. Substitutions may be made at any dead ball situation. The official will beckon the player(s) onto the court.  
**4<sup>th</sup>- 8<sup>th</sup> grade      16 minute halves**
2. **Ball size:** The smaller 28.5 oz ball (women's size) will be used for all divisions.
3. **Jump balls:** Jump balls will be used for all divisions to start games and each overtime period. Alternating possession arrow will be used for the remainder of the game.
4. **Warm up:** Teams will be allowed a maximum of 4 minutes as time permits.
5. **Halftime:** Teams will be allowed a maximum of 4 minutes. The time may be shortened at the official's discretion.
6. **Time-out:** Each team will be permitted two (2) 30 second time-outs per half (clock will stop), with no carry over from halves. Time-outs will not be carried over into any overtime period(s).
7. **Overtime:**

First overtime:	2 minutes (start/stop clock)
Second overtime:	1 minute (start/stop clock)
Third overtime:	First score wins (sudden death)

Each team will be permitted one (1) 30 second time-out per overtime (clock will stop), with no carry-over. Jump balls will be used for all divisions to start games and each overtime period. Alternating possession arrow will be used for the remainder of the game.
8. **4<sup>th</sup> – 6<sup>th</sup> Grade Defense:** **No zone defense will be allowed.** Full-court press of any kind will not be allowed, except in the final minute of each half or overtime.
9. **7<sup>th</sup> – 8<sup>th</sup> Grade Defense:** There will be no restrictions on half-court defenses for the 7<sup>th</sup> and 8<sup>th</sup> grade divisions, and they may use any type of full-court press until one team is 15 points ahead. The team that is leading can then use only a half-court defense. When the game is within 10 points, that team will again be allowed to full-court press. This rule will apply each time the scoring margin exceeds 15 points or greater.
10. **Over and back** – On the courts where there is no center line. There are two white lines located near the center of the court. A backcourt violation will occur when the ball/player crosses the white line furthest from the basket in which your team is attempting to score.

11. Stealing the ball off the dribble will NOT be allowed for 4<sup>th</sup> grade divisions.

12. 3-Point Goal: No 3-point goal will be used.

13. Free Throws:

- Free throws will be shot on all shooting fouls throughout the game.  
Bonus (one plus one) on all non-shooting fouls beginning on the 7th team foul of half.  
Double Bonus (2 shots) on all non-shooting fouls beginning on the 10th team foul of the half.
- Intentional fouls are 2 free throws plus possession of the ball at the point of infraction.
- Player position in the free throw blocks; the bottom set of blocks (closest to the end line) shall remain open.

14. **Dunking: WILL NOT BE ALLOWED** during warm up, halftime, or DURING THE GAME. Dunking will result in a 2 shot unsportsmanlike technical foul with the player being ejected for the remainder of the game. Dunking twice during the tournament will result in ejection from the tournament. Any player that dunks is responsible for any damage that occurs. The Iowa Games facilities have been rented, so please treat the building and equipment with respect.

16. No shot clock will be used for any division.

17. All fouls (technical and/or personal) will count toward the total team fouls per half and toward a player’s fouls for disqualification.

18. **Any player or coach who receives his or her first technical foul must leave the playing area (OUT OF SIGHT AND SOUND) for the rest of that game. If any player or coach receives a second technical during the tournament, he or she will be asked to leave the facility immediately for the remainder of the tournament.**

19. All other rules will remain consistent with National Federation (high school) rules.

20. Tie breaking procedure:

- A. In any situation where two (2) teams tie, head-to-head competition between the teams will determine the winner.
- B. If three (3) teams are still tied after step A, point differential of the teams involved is used to determine third place. A maximum of 15 points will be awarded for a point spread differential. Once third place is determined the two remaining teams go back to step A (head to head).
- C. If three (3) teams are still tied after step B, the results of the teams not involved in the tie are added, and the point differentials are recalculated to determine third place.
- D. If three (3) teams are still tied after step C, the winner will be determined by a coin toss.
- E. Forfeits will be ruled as a 15-0 victory for that specific team.

**Tie Break Example:** In a four (4) team pool, results of pool play yield the following standings:

Team A 2 wins, 1 loss      Team B 2 wins, 1 loss  
 Team C 2 wins, 1 loss      Team D 0 wins, 3 losses

To break the tie to determine the pool winner, first look at the games played.

Team A results	A vs. B	A-69 vs. B-74	A net results: -5
	A vs. C	A-85 vs. C-65	A net results: +15*
Team B results	B vs. A	B-74 vs. A-69	B net results: +5
	B vs. C	B-55 vs. C-65	B net results: -10
Team C results	C vs. A	C-65 vs. A-85	C net result: -15*
	C vs. B	C-65 vs. B-55	C net result: +10

\* According to item #2, the maximum number of points allowed for a point spread differential is 15.

Total team differentials:

Team A            +10      (WINNER)  
 Team C            -5        (Second by virtue of victory over B)  
 Team B            -5        (Third)