



**IOWA GAMES
WINTER IOWA GAMES
ADULT MEN'S BASKETBALL RULES**

TEAM RESPONSIBILITIES

1. Upon arriving at the gym, each team's coach is responsible for checking in the team. Thank you for helping the tournament remain on schedule by being prompt.
2. A team must have a minimum of 5 players ready to play no later than 5 minutes after the conclusion of the previous game or must forfeit the game. The only exception is if a team is still playing on another court.
3. Each team is responsible for its own warm up balls as well as all personal belongings. All players must have the same uniforms/jersey's with numbers on the front AND back. The game ball will be chosen from the warm up balls, so please bring at least one good ball.
4. Each playing team will have to provide one person to score or run clock.
5. Coolers or lawn chairs are **not** allowed in the facilities.
6. Any team using an ineligible player will be disqualified for the entire tournament and will forfeit any games and/or medals won. In addition, no refunds will be issued.

PLAYING RULES

1. **Length of Game:** Two 18 minute halves. Running clock except in the last minute of each half. Clock will not stop in the second half if the point differential is 20 points or greater.
2. **Ball size:** Regulation college men's basketball.
3. **Jump balls:** Jump balls will be used to start games and each overtime period.
4. **Warm up:** Teams will be allowed a maximum of 4 minutes as time permits.
5. **Halftime:** Teams will be allowed a maximum of 3 minutes. The time may be shortened at the official's discretion.
6. **Time-outs:** Each team will be permitted (2) 30 second time-outs per half, 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 (1) 30 second time-out per overtime (clock will stop), with no carry-over.
8. **Pressing and Double Teams** will be allowed at all times.
9. **3-Point Goal** will be used.
10. **Free Throws:**
 - Free throws will be shot on all shooting fouls throughout the game.
 - The bottom set of blocks (closest to the baseline) shall remain open. Play on release of the shot.
 - Bonus (one plus one) on all non-shooting fouls beginning on the 7th team foul of the 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.
- A player fouled in the act of shooting (and missing) a 3-point field goal is awarded 3 free throws.

11. 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 possibility of the player being ejected. Any player that dunks is responsible for any damage that occurs. Iowa Games facilities have been generously donated, so please treat the building and equipment with respect.

12. A player or coach who receives a total of two (2) unsportsmanlike technical fouls at any time during the tournament will be removed from the gym and the tournament.

13. No shot clock will be used.

14. All fouls (technical and/or personal) will count towards the total team fouls per half and towards a player's fouls for disqualification.

15. All other rules will remain consistent with NCAA rules.

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 criteria B, 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)

SPORTSMANSHIP IS EXPECTED FROM ALL COACHES, PLAYERS AND FANS!!!