



YOUTH 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 numbered game jerseys (numbers can either be on the front or 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 keep score or time.
5. Coolers, water containers, or lawn chairs are **NOT ALLOWED** in the facilities.

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.
4th thru 8th grades will play two 16 minutes halves.
2. **Ball size:** The smaller 28.5 oz. ball 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 3 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 | last minute (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/overtime.
8. **Pressing and Double Teams: No zone defense will be allowed for 4th – 6th grade divisions.** Full-court press of any kind will not be allowed for 4th - 6th grades, except in the final minute of each half or overtime. There will be no restrictions on half-court defenses for 7th and 8th grade divisions. Any type of full-court press may be used 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.
9. **3-Point Goal:** No 3-point goal will be used for 4th-6th grade. 3-point goals will count for 7th-8th grade.
10. **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 baseline) shall remain open.

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 player being ejected from the game. Any player that dunks is responsible for any damage that occurs.
12. All coaches must be seated on the bench for the full duration of the game. Coaches will receive a warning the first time if standing during the game. Teams will be assessed a technical foul with coach stands for a second time during the game.
13. No shot clock will be used for any division.
14. All fouls (technical and/or personal) will count toward the total team fouls per half and toward a player's fouls for disqualification.
15. **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.**
16. All other rules will remain consistent with National Federation (high school) rules. Girls will play with Iowa Girls High School Athletic Union rule adaptations.

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)

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