



Summer Iowa Games 5-on-5 Basketball Rules

TEAM RESPONSIBILITIES

1. REMINDER that NO roster changes and/or additions are allowed on-site (except for Adult Men). Birth certificates and/or driver's license/driver's permits will not be checked. However, 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.
2. Upon arriving at the gym, each team's coach is responsible for locating the check-in table. Thank you for helping the tournament stay on schedule by being prompt.
3. A team must have a minimum of five (5) players ready to play no later than 5-minutes after the official game time or must forfeit the game. The only exception is if a team is still playing on another court.
4. Each team is responsible for its own warm-up balls. The game ball will be chosen from the warm-up balls, so please bring at least one good ball. The smaller 28.5 oz. ball (women's size) will be used for 4th-8th grade boys and all female divisions.
5. All players must have numbered game jerseys (numbers can either be on the front or back).
6. Each playing team may need to provide one person to keep score and/or time. Volunteers will receive an Iowa Games t-shirt.
7. Coolers, water containers and lawn chairs are not allowed in the facilities.
8. Restrooms will be available; however, locker rooms and shower facilities will not.

PLAYING RULES

1. **Length of Game:** 4th – 8th Grade & Open Divisions -18 minute halves, 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 20 points or more.
High School Divisions – 8 minute quarters, start/stop clock.

Substitutions may be made at any dead ball situation. The official will beckon the player(s) onto the court.
2. **Jump balls:** Jump balls will be used for all divisions to start games and each overtime period. Alternate possession will be used for the remainder of the game. The home team will call the flip. The home team is determined by the first team listed in the pool or schedule.
3. **Warm-up:** Teams will be allowed a maximum of 4 minutes as time permits.
4. **Halftime:** Teams will be allowed a maximum of 4 minutes. The time may be shortened at the official's discretion.
5. **Time-outs:** Each team will be permitted two (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).
6. **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/overtime.

7. **Pressing and Double Teams:** Full-court press or zone of any kind will not be allowed for 4th - 6th grades, except in the final minute of each half or overtime. 7th and 8th grade divisions 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 ten (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.
8. **3-Point Goal:** Due to court size, no 3-point goal will be used for grade divisions (youth). 3-pointers will count for adult divisions, if applicable.
9. **Free Throws:**
 - Free throws will be shot on all shooting fouls throughout the game.
 - **All divisions:**
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 two (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 three (3) free throws in divisions that allow 3-point goals.
 - Grades 4, 5 & 6 can shoot free throws from either a 12 foot mark or the regulation mark (15 feet).
10. **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.
11. **Over and Back –** For all games at Lied Rec Center, there are three lines located near the center of the court. Due to the court size, even though a court has a center line, 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. For all games at Forker, a backcourt violation will occur when the ball/player crosses the half court line.
12. No shot clock will be used for any division.
13. All fouls (technical and/or personal) will count towards the total team fouls per half and towards a player's fouls for disqualification.
14. ***A player or coach who receives one (1) technical foul must be out of sight & sound for remainder of game. 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. Players who are disqualified from the tournament will NOT be eligible to receive a medal if their team should win one.***
15. All other rules will remain consistent with National Federation (high school) rules or NCAA rules (for Adult Open teams). Girls will play with Iowa Girls High School Athletic Union rule adaptations.
16. All coaches must remain seated on bench during game play.

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 more than two (2) teams are still tied after step A point differential is used for the teams involved. A maximum of 15 points will be awarded for a point spread differential.
- C. If more than two (2) teams are still tied after step B the results of the teams not involved in the tie are added and point differentials are recalculated.
- D. If more than (2) 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 C2 wins, 1 loss
 Team D0 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)

PLEASE REMEMBER

All tournament directors, scorers, timers, and site coordinators are volunteering their time and efforts to provide you the opportunity to play. With their help and your team's positive attitude, we will have a successful tournament!

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