**ADMISSION FEE-** $5 admission. Non-school aged kids free

**GAME RULES**- Official Iowa High School Rules will apply with the following exceptions …

1. The clock will be a running clock.
   1. The game will consist of two (2) 17-minute halves.
   2. The clock will stop inside of the last minute of each half. If in the second half there is a score differential of 15 points or more the clock will continue to run.
   3. There will be a two-minute overtime. Each team will also receive one additional time out per overtime.
2. Each team will be allowed three thirty second time outs per game. Time-outs carry over to overtime.
   1. Following a time-out, the clock will begin to run when contacted by a player, or in the case of a free-throw when a player touches the ball.
3. We will furnish the game ball. Warm-up balls are the team’s responsibility.
4. There will be a 3-minute half-time.
5. Players will be allowed 5 personal fouls before fouling out. A technical foul will count toward the player’s 5 personal foul and a team foul.
6. Substitutions may only be made during a dead ball. Please notify the scorekeeper prior to entering the game. **Each team needs to provide one person to run the scoreboard and one to keep the book.**
7. Spectators are welcome at the games but must conduct themselves accordingly. Coaches will be held responsible for the conduct of their spectators. Children are not to be running near the court, playing with the playground toys, or causing disruption of the game. If the officials or staff feels any spectator is disruptive they may have them removed. All children must sit in the bleachers.
8. Profanity will not be allowed and will result in an automatic technical foul and possible ejection.
   1. **Technical or intentional foul will result in two points and the ball**.
9. If a player or coach receives two technical fouls in the same game, he is ejected from game and may not play or coach in the team’s next scheduled game.
10. The officials have the authority to eject any player or spectator from the building for any reason. They may also declare a forfeit or double forfeit if play has gotten out of hand. The tournament director has ultimate discretion regarding team and tournament control.
11. Fighting will result in an automatic technical, ejection, and probable expulsion from the league, at the discretion of the tournament director. A player’s ejection for fighting is automatic and not subject to appeal.
12. On a free throws the players may enter the lane once the ball has left the shooters hand. Also, on substitutions if it is a two-shot foul they must wait until the second free throw before going into the game.
13. There will be no 3-point baskets. Not all courts are lined for 3-pointers.
14. **Zone defense is only allowed in 7th and 8th grades.**
15. We will be using a women’s ball 28.5 for all games.
16. Full court press rule,
    1. **5th grade is not allowed full court press.** 6th-8th grade can press.
    2. if a team is more than 15 points ahead they will not be allowed to press.
17. Each team is guaranteed 3 games during the tournament.

**OVERTIME**- If the game ends in a tie, a two-minute overtime shall be played with a running clock, except in the last minute. During any overtime periods teams will be given one additional time out for each extra period.

**BLOOD RULE**

1. A player who is bleeding, or has an open wound, or has an excessive amount of blood on his or her

uniform must leave the game and may not return until the blood is covered, removed, or both. The

player may not re-enter the game until the next dead ball situation.

2. A player will be allowed to switch jerseys with another player or change to a different number,

color, and/or style without penalty under these circumstances.

**FOULS & PENALTIES**

1. Common (non-shooting) fouls will be shot beginning with the seventh team foul of the half.

2. Bonus free throws will be one and one after the 7th team foul. After the 10th team foul two shots will be given.

3. A technical foul will count as a personal foul.

4. If a player/coach receives two (2) technical fouls in the same game they are ejected from the

current game and will not be eligible to play in the team’s next scheduled game.

5. A player does not have to receive two technical fouls to be ejected and/or declared ineligible for the

team’s next game, if in the opinion of the officials, or tournament director, the

infraction warrants such action.

**RULES OF CONDUCT**

1. Each coach will be held responsible for the conduct of his/her team’s players and is responsible

to see that all rules are observed. The coach must maintain complete control of himself/herself

and his/her team members always. This includes before, during, and after a game and any

other time involved with the league. The key to a successful league rests in the hands of the

coach, and in turn his/her players. Good team leadership will ensure a good league.

2. The decisions of the officials and tournament director will be respected and not interfered with at any

time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time.

Any player or manager removed from a game will receive an automatic one (1) game suspension to

be served in the team’s next scheduled game. Any player or manager that has been ejected from a game must leave the gym in a timely manner, or his/her team will be subject to

forfeit.

**POOL PLAY RULES- DETERMINING POOL CHAMP**

Each team will play three games in the pool. In some cases, a team may play 4 pool games. ONLY the first three games will be counted in standings. Pool champ will be determined by.

1. Win-Loss record in first 3 pool games (4th pool game does not count toward standings)

2. Head-to-head

3. Fewest points allowed

4. Point differential

5. Total points scored (between two tied teams)

6. Total points scored (against all teams)

Tournament Director- Nathan Wear

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