

515 HOOPS

BASKETBALL RULES

PREGAME RULES

- The facility will be open 30 minutes prior to the first game
- All teams must check in at least 15 minutes before their first game
- 2 coaches per team will be admitted at no charge
- All teams must provide a roster prior to their first game
- Rosters are limited to 12, a player may not be added after the first game has started
- Teams must provide their own warm up balls
- The home team must wear a light colored jersey, and the away team will wear a dark colored jersey
- In pool play the home team will be the first team listed on the schedule
- In bracket play the home team will be the higher seed
- Both teams must provide an adult to run the scoreboard or scorebook, please have this person ready by game time.

DIVISIONS OF PLAY

- Division I-These are elite level teams. These teams will only be allowed to play up in our events as we will only host division II & III team events
- Division II- These are competitive teams. Typically A level school teams and lower level club teams play at this level
- Division III- These teams are recreational in nature. Often school based C or D teams who are just looking for additional tournament experience
- Divisions may be combined if not enough entries

RULES OF PLAY

- IAHSAA rules will apply; with the following modifications
- 3rd-8th boys and girls will play two 14 minute stop clock halves
- 9th-11th boys and girls will play two 16 minute stop clock halves
- Running Clock if there is a 15 point lead in 2nd half when clock reaches the 8 minute mark
- If a team is up by 20 or more points with 2 minutes remaining the game will be called
- A player may only play on one team per age group; any violation may result in forfeit
- Grades 1st-8th boys and 1st-11th girls will use the 28.5" basketball
- Grades 9th-11th boys will use the 29.5" basketball
- 3 point shots will count for all age groups
- Free throws will be played on the release
- Each team will receive three 45 second time outs per game
- Warm up and Halftime will be 3 minutes
- Teams will be allowed to run a zone defense
- Full court defense will be allowed up to a 20 point lead
- Third grade: No pressing until past half court, when ahead by 15 points or more, defense must fall beneath 3 point line. In the last 2 minutes of the second half, full court press will be allowed.

PLEASE VISIT WWW.515HOOPS.COM FOR ANY ADDITIONAL QUESTIONS

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- Third Grade: On free throw shots a player will be allowed to jump across the line

TIE BREAKERS

1. Head to head
2. Point differential (+,-20 max)
3. Points allowed
4. Points scored

OVERTIME

- Each team will receive 1 time out per overtime period, no carryovers from regulation
- 1st overtime – 1 minute stop clock
- 2nd overtime – 1 minute stop clock
- 3rd overtime – sudden death, first team to score

SPORTSMANSHIP

- Any coach receiving one technical foul will be confined to the bench
- Any coach receiving two technical fouls in the same game will be will be ejected, and may not be allowed to coach in the next game
- Any player that has been ejected may have to sit out the next game at the discretion of the tournament director
- Any fan that is ejected will be banned for the remainder of the tournament

1ST-2ND GRADE RULES

- 9 foot high basket rims will be used for the 1ST-2ND boys and girls divisions
- Free throw distance will be set at 12 feet for all 1ST-2ND boys and girls games, players will be allowed to jump over the line
- Only player to player defense will be allowed, in addition there is no stealing off of the dribble
- Officials will watch for stalling that may result from this rule. A 5-second closely guarded turnover may be called if there is no effort to advance the ball. This does not include a player who has lost control of his/her dribble
- No “double teaming” will be allowed except in the lane or to prevent an unimpeded basket
- No zone defense allowed

CANCELLATIONS

- There will be no refunds issued after the tournament entry deadline.
- If the tournament is cancelled due to weather, teams will be refunded entry fee minus \$50 administrative fee
- If a team plays 1 game and the event is cancelled the team would receive a 50% refund.
- If a team plays 2 games, there will be no refund
- Any additional refund issues will be up to the tournament director’s discretion.

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