GRBA 1ST/2ND GRADE STATE EVENT RULES ALL lowa High School Rules Apply except for the following

Coach Check In:

- The facility will open 30 minutes prior to 1st game.
- Coach must check in team at admissions gate prior to 1st game, you will receive any necessary information there.

Length of Game:

- All divisions will play (2) 20 minute halves, Running clock except last 2 minutes of 2nd half, Clock runs if there is a 15 pt. lead in 2nd half at the 2 minute mark:
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes
- Game will be called at the 2 minute mark if a team is up by 20 or more points.

Miscellaneous:

- One Coach may stand unless they receive a technical foul.
- If ejected, that coach will NOT be allowed to coach in next game.
- No warm-up basketballs provided and Home team provides the game ball.
- Teams use 28.5 basketball.
- Free throws are played on the release and 3 point goals <u>do</u> count for all ages.
- 1st team listed in Pool Play or on top of the bracket is the HOME TEAM and will wear light jersey.
- HOME team must provide volunteer to do the official scorebook. Have this person ready to go and have them report to the scorer's table.
- Event director has final authority over any disputes.

Special Rules for 2nd grade boys:

- No zone defense, MUST play Man 2 Man defense even when allowed to press.
- 2ND Boys pressing = ONLY allowed the last 2 minutes of 2nd half/OT and must be Man to Man.
- Stealing is allowed on the pass and the dribble throughout the game.
- Games played on 9 foot hoops for 2nd boys.
- 2nd grade boys will shoot free throws from 12 feet and can jump across the line.

Special Rules for 1st grade boys and 2nd grade girls:

- No zone defense, MUST play Man 2 Man defense in HALF COURT ONLY
- 1ST Boys pressing = NO Pressing.
- Stealing ONLY allowed on the pass. CAN NOT STEAL THE DRIBBLE.
- Games played on 9 foot hoops for 1st boys.
- 1st grade boys will shoot free throws from 12 feet and can jump across the line.

Overtime:

• 1st Overtime will be 1 minute stop clock. 2nd Overtime sudden death/first team to score.

Timeouts:

- (3) full timeouts per game.
- One full timeout per overtime period, no carry over from previous halves.

Tiebreaker:

- 1. Head to Head (two teams only)
- 2. Point Differential (+,-20 max)
- 3. Points Scored
- 4. Points Allowed

GREAT SPORTSMANSHIP WILL BE ENFORCED! IT IS ABOUT THE KIDS!