

# **GYM RATS/515 HOOPS MARCH MADNESS – EVENT RULES**

## **ALL Iowa High School Rules Apply except for the following**

### **Coach Check In:**

- The facility will open 30 minutes prior to 1<sup>st</sup> game.
- Coach must check in team at admissions gate prior to 1<sup>st</sup> 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
- Mercy Rule-Game is called at the 2 minute mark of the 2<sup>nd</sup> half if a team is up by 20+ points.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.

### **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.
- 2<sup>nd</sup>-7<sup>h</sup> Boys and All Girls teams use 28.5 basketball.
- 8<sup>th</sup> Boys will use 29.5 basketball
- Regular rules for **3<sup>rd</sup>-8<sup>th</sup>** grades. Example: pressing and zone are legal at any time.
- Free throws are played on the release and 3 point goals **do** count for all ages.
- NO PRESS when up 20 or more points for all ages.
- 1<sup>st</sup> team listed in Pool Play or top of bracket is the HOME TEAM and will wear light jersey.
- **HOME team must provide volunteer for the official scorebook. Have this person ready to go when your team is the HOME team and have them report to the scorer's table.**
- **Event director has final authority over any disputes.**

### **Special Rules for 3<sup>rd</sup> grade girls:**

- No zone defense, MUST play Man 2 Man defense even when allowed to press.
- 3<sup>rd</sup> girls pressing – ONLY allowed the last 2 minutes of 2nd half and OT.
- Games played on 9 foot hoops for 3<sup>rd</sup> girls.
- 3<sup>rd</sup> grade girls are allowed to cross the line on free throws.

### **Overtime:**

- 1<sup>st</sup> & 2<sup>nd</sup> Overtime will be 1 minute stop clock. 3<sup>rd</sup> 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!**