



# PELLA HOOPS CLUB



## PELLA EXPLOSION SHOOTOUT

*Saturday, November 12, 2022*

### GENERAL INFORMATION:

<b>GENDER:</b>	Boys & Girls
<b>GRADES:</b>	3 <sup>rd</sup> , 4 <sup>th</sup> , 5 <sup>th</sup> , 6 <sup>th</sup> , 7 <sup>th</sup> and 8 <sup>th</sup>
<b>DATES:</b>	Saturday, November 12, 2022
<b>PRICE:</b>	\$190.00
<b>FORMAT:</b>	3 Game Guarantee
<b>ADMISSION:</b>	\$5 Adults; \$5 Students (K-12); Under 5 Free  (Concessions available, no outside food allowed in facility)
<b>TEAM CAP:</b>	4, 6, or 8 Team maximum per grade and gender as determined by Tournament Director based on number of entries. Teams will be considered on a first come/first serve basis.
<b>LOCATION:</b>	Pella, Iowa
<b>GYMS:</b>	PELLA MIDDLE SCHOOL  JEFFERSON INTERMEDIATE  MADISON ELEMENTARY  LINCOLN ELEMENTARY  PELLA CHRISTIAN GRADE SCHOOL  PCD RECREATION CENTER  CENTRAL COLLEGE (H.S. KUYPER FIELDHOUSE)
<b>LOCKERS:</b>	Bathrooms are available at each site, but <b>no locker rooms will be provided</b>
<b>AWARDS:</b>	Individual Awards for 1 <sup>st</sup> and 2 <sup>nd</sup> place teams in each grade division
<b>TIEBREAKER:</b>	Head-to-Head Point differential for all games, maximum of 15 in a game (if Head-to-Head not resolve) Points scored against across all games (if point differential doesn't resolve) Coin Flip (if none of the above resolve)

## GAME RULES:

**GENERAL:** STANDARD IOWA HIGH SCHOOL RULES UNLESS OTHERWISE STATED BELOW.  
**3-point scoring where marked**

**JERSEYS:** Each team must have a dark and light colored (home) uniform with unique numbers

**PLAYERS:** A player may only play on 1 team in each designated pool

**WARMUP:** Teams must provide their own basketballs. One ball will be chosen for game ball.

**OFFICIALS:** 2 PER GAME

**EACH TEAM MUST PROVIDE ONE SCOREKEEPER or CLOCK OPERATOR**

**TIME:** 20-minute halves for all divisions. Running clock, except in the last minute of the 2<sup>nd</sup> half or during timeouts. There will be no use of a shot clock at any grade level. Game will be suspended in the last two minutes of the 2<sup>nd</sup> half if team is ahead by 20 pts or more. If games are ahead of schedule, they will stay ahead of schedule.

3-minute half time

3-minute pregame warmup

**FREE THROWS:** 3<sup>rd</sup> Grade Girls and Boys will shoot from 12 ft line. 4<sup>th</sup> Grade Girls and Boys may step over the normal line, but must start their shot behind it.

**RIM:** 9' Rim for 3<sup>rd</sup> Grade Girls, 10' Rim for all others

**BALL:** 28.5" for Girls and Boys in all grades

**PRESSING:** 3<sup>rd</sup> and 4<sup>th</sup> Grade Divisions: No full-court press or half-court trapping allowed at any time.

5<sup>th</sup> and 6<sup>th</sup> Grade Divisions: Full-court press and half-court trapping only allowed in the last 2 minutes of each half.

7<sup>th</sup> and 8<sup>th</sup> Grade Divisions: Full-court press and half-court trapping allowed at any time unless the team is ahead by 15 pts or more.

**ZONE:** Zone not allowed in 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> grade \*

*\*Defender must be tracking a specific offensive player at all times and must be within 10 feet of them unless running to the ball for help defense.*

**TIMEOUTS:** 3 per game per team, 1 minute each. 1 per overtime (do not carry over from regular time)

**OVERTIME:** First overtime is 1 minute (no running clock)

Subsequent overtimes will be decided by Sudden Death (first team to score wins)

**REGISTRATION:** Search for "Pella Explosion Shootout" on [Tourney Machine](#).

## CONTACT INFORMATION:

**QUESTIONS:** Dan Tauke  
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