



# Basketball

## Tournament Rules

### **Game Clock:**

- 2 (Two) 20-minute halves
- Clock will stop in the last one (1) minute of first half and last two (2) minutes of second half and any overtime period.
- If a team has a 20-point lead with two (2) minutes or less in the second half, the game will be called.
- Overtime will be one (1) minute and start with a jump ball. If the game is still tied after the first overtime, another jump ball will be initiated and the first team to score will win.

### **Half Time and Warm-ups:**

- 2 (two) minute half time.
- 3-6 minutes for warm-ups based on staying on or ahead of schedule.

### **Time Outs:**

- 2 (two) 45 second timeouts per half for each team. 1 (one) 45 second timeout per team during timed overtime period. Timeouts do not carry over into overtime.

### **Free Throws:**

- 1 and 1 will be awarded following the 7<sup>th</sup> team foul of the half. 2 free throws will be awarded following the 10<sup>th</sup> team foul of the half.
- Except for the last 2 (two) minutes of the game and overtime, 1 (one) free throw will be shot for all shooting fouls and team bonus situations. The 1 (one) free throw will equal the amount of potential points possible for that free throw opportunity.

### **Grade Specifics:**

#### **-2<sup>nd</sup>-4<sup>th</sup> Grade**

- No full court pressure.
- No zone defense.
- Free throws shot from 13.5 feet. Shooters cannot jump across the line.
- No shot clock

#### **-5<sup>th</sup>-6<sup>th</sup> Grade**

- No full court pressure when a team is up by 20 points.
- Free throws shot from 15 feet. Shooters can jump over the line but cannot be the first player to touch the ball on a missed shot.
- No shot clock

#### **-7<sup>th</sup> grade and older**

- No full court pressure when a team is up by 20 points.
- Free throws shot from 15 feet. Shooters cannot jump across the line.
- Shot clock will be used.

**All other IAHSAA rules will apply**

**Notes for teams:**

- Head to Head will determine tie-breaker.
- Points allowed will be the second tie-breaker.
- Point differential (max of 20) will be the third tie-breaker.
- Coin flip will be the fourth tie-breaker.
- First team listed or on the top line of the bracket will wear light uniforms.
- Facility will open 30 minutes prior to the first game of the day.
- Each team will need to supply a clock operator or bookkeeper.
- Each team will need to supply their own basketballs for warmups.