GYM RATS/MAYB SHOOTOUT - Tournament 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:

- 4th and 5th Boys divisions will play Two 20 minute running time halves. The clock stops last 2 minutes of 2nd half unless point differential is 15 points or more.
- 7th and 8th Boys divisions will play Two 14 minute stop time halves.
- 9th, 10th and 11th Boys divisions will play Two 16 minute stop time halves.
- Running Clock if there is 15 pt. lead in 2nd half when clock reaches the 9 minute mark.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.
- IF A TEAM IS UP 20 or MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.

Free Throws:

•At the 7th team foul in a half, the opposing team shoots 1&1. NO Double Bonus

Miscellaneous:

- One Coach may stand unless they receive a technical foul.
- If ejected, that player or coach will <u>NOT</u> be allowed to coach in next game.
- Warm Up and Games Balls will be provided. Please leave your basketballs at home.
- 2nd-6th Boys will use 28.5 Basketball
- 7th-11th will use 29.5 Basketball
- Score's table personal will be provided by Gym Rats Staff.
- HOME TEAM is listed 1st in pool play or on top of bracket. They wear light jersey.
- NO PRESS IF UP 20 POINTS OR MORE (2nd-8th grade ONLY)
- Tournament Director has Authority to override any rules

Overtime:

• 1st Overtime will be 2 minute stop clock. Thereafter will be sudden death.

Timeouts:

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

Tiebreakers: 1. Head to Head 2. Point Differential (+,-20 max),

3. Points Scored 4. Points Allowed

Sportsmanship:

We should all take pride in teaching the youth about proper sportsmanship. We have no problem removing fans, coach's, players if necessary. Have fun and remember that it is all about the kids!