

**HARDWOOD ALLIANCE/MIDWEST MEMORIAL - Tournament 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 (1<sup>st</sup> playing site), you will receive any necessary information there.

**Length of Game:**

- 2<sup>nd</sup> and 3<sup>rd</sup> Boys divisions will play Two 20 minute running time halves. Clock stops last 2 minutes of 2<sup>nd</sup> half unless point differential is 15 points or more.
- 4<sup>th</sup> – 8<sup>th</sup> Boys divisions will play Two 14 minute stop time halves
- 9<sup>th</sup> – 11<sup>th</sup> Boys divisions will play Two 16 minute stop time halves
- Running Clock if there is a 15 pt. lead in 2nd half when clock reaches the 8 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 7<sup>th</sup> 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 NOT be allowed to coach in next game.
- No warm-up basketballs provided and Home teams provides game ball.
- 2<sup>nd</sup>-6<sup>th</sup> Boys will use 28.5 Ball. All others uses 29.5.
- 1<sup>st</sup> team listed or on top of bracket is Home team and will wear light jersey.
- **The home team must provide volunteer to do 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.**
- **HOME TEAM is listed 1<sup>st</sup> in pool play or on top of bracket**
- **NO PRESS IF UP 20 POINTS OR MORE (2<sup>nd</sup>-8<sup>th</sup> 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!