

CENTRAL IOWA SUMMER LEAGUE - TOURNAMENT RULES

“ALL NFHS Rules Apply except for the following”

LENGTH OF GAME:

- 15U, 16U, and 17U will play Two 20 minute running clock halves. Clock stops last 2 minutes of 2nd half unless lead is 15 points or greater
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.

FREE THROWS:

- At the 7th team foul in a half, the opposing team shoots 1&1. Double Bonus at the 10th team foul.

MISCELLANEOUS:

- One Coach may stand unless they receive a technical foul.
- If player or coach ejected, they will NOT play or coach in next game.
- Fighting will NOT be tolerated. Players, Coaches or Fans involved in fighting will be disqualified from the event.
- 5 personal fouls
- No warm-up basketballs provided and Home teams provides game ball.
- All divisions will use 29.5 basketball.
- Free throws are played on the release.
- Players may NOT wear jewelry
- 1st team listed in pool play Home team and will wear light jersey.
- **BOTH TEAMS MUST PROVIDE A VOLUNTEER @ THE SCORES TABLE. FAILURE TO DO SO MAY END UP IN FORFIET.**
- **Tournament Director has Authority to override any rules or disputes**

OVERTIME:

- 1st overtime will be 1 minute (Stop clock). 2nd overtime will be sudden death.

TIMEOUTS:

- 3 (full) timeouts per game. One full timeout per overtime period, no carry over.

TIE BREAKER:

1. Head to Head 2. Point Diff (+,-20 max) 3. Points Scored 4. Points Allowed

SPORTSMANSHIP:

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