

G.O.A.T – EVENT RULES

ALL Iowa 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:

- ALL divisions will play (2) 20 minute halves, Running clock except last 2 minutes of 2nd half, Clock runs if there is a 15 pt. lead in 2nd half at the 2 minute mark
- Mercy Rule - Game is called at the 2 minute mark of the 2nd half if a team is up by 20 or more points.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.

Miscellaneous:

- One Coach may stand unless they receive a technical foul.
- If ejected, that coach will NOT be allowed to coach in next game.
- No warm-up basketballs provided and Home team provides game ball.
- The 28.5 basketball will be used for all ages divisions.
- ZONE DEFENSE IS NOT ALLOWED IN THE HALF COURT
- ZONE PRESS IS NOT ALLOWED IN THE FULL COURT
- GIRL TO GIRL DEFENSE ONLY
- 1ST OFFENSE OF BREAKING THE RULE IS A WARNING WITH THE NEXT VIOLATION BEING A TECHNICAL FOUL WITH 2 SHOTS AND POSSESSION.
- Free throws are played on the release and 3 point goals do count for all ages.
- NO PRESS when up 20 or more points for all ages.
- **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 1st in Pool and on top of bracket.**
- **Event director has final authority over any disputes.**

Special Rules for 3rd grade girls:

- No zone defense, Same rules apply for 3rd girls as above outlined zone rules.
- 3rd girls pressing – ONLY allowed the last 2 minutes of 2nd half and OT. **Must be man to man.**
- Games played on 9 foot hoops for 3rd girls.
- 3rd grade girls are allowed to cross the line on free throws.
- **Stealing of the dribble is allowed in the half court throughout the game. It is also allowed in the full court when pressing is allowed.**

Overtime:

- 1st Overtime will be 1 minute stop clock. 2nd Overtime sudden death/first team to score.

Timeouts:

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

Tiebreaker:

1. Head to Head (two teams only)
2. Point Differential (+,-20 max)
3. Points Scored
4. Points Allowed