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.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.

Free Throws:

- At 8 team fouls in EACH half, the bonus will be 2 shots. There are no 1 and 1 free throws.
- If a player is fouled while shooting, they will shoot 2 or 3 shots depending on the type of shot fouled on.

Miscellaneous:

- One Coach may stand unless they receive a technical foul.
- If ejected, that coach/player will NOT be allowed to coach/play in the 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 POSSESION.
- 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.
- Scorekeeper is provided by Iowa Gym Rats.
- HOME team is listed 1st in Pool and on top of bracket.
- Event director or Site 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 girl to girl defense.
- Games played on 9 foot hoops for 3rd girls.
- 3rd grade girls are allowed to cross the line on free throws.
- Stealing the dribble <u>IS</u> 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