

GRBA DIV. I STATE CHAMPIONSHIPS – EVENT RULES

ALL Iowa High School Rules Apply except for the following:

Coach Check In:

- The facility will open 30 minutes prior to the 1st game.
- Coaches must check in team at the 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+ points.
- 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, the coach/player will NOT be allowed to coach/play in the next game.
- No warm-up basketballs are provided, and the HOME team provides the game ball.
- 2nd-7TH Boys and All Girls teams use 28.5 basketball.
- 8th Boys will use 29.5 basketball.
- **Regular rules for 3rd-8th Boys and 4th-8th Girls.** Example: pressing and zone are legal at any time.
- 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.
- 1st team listed in pool play or on top of bracket is the HOME TEAM and will wear light jersey.
- **Players are allowed to play on multiple teams "AS LONG AS IT IS IN A DIFFERENT DIVISIONS."** For example, if there is a 8th Red and 8th Blue division a player can play on multiple teams in each division. If there is just one division then a player **MUST** play on 1 team in that grade division. A player may also "PLAY UP" a grade but may not "PLAY DOWN" a grade.
- Event Staff will provide a table worker.
- Event and/or Site director has final authority over any disputes.

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

GREAT SPORTSMANSHIP WILL BE ENFORCED!