

GRBA/515 HOOPS – EVENT RULES

ALL Iowa High School Rules Apply except for the following

Coach Check In:

- EACH 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. **All teams must turn in a roster prior to their first game.**
- Rosters are limited to 12 players, and player may not be added after the first game has started.

Length of Game:

- 2nd-8th grade Boys and Girls will play Two 20 minute running clock halves w/ clock stopping last 2 minutes of 2nd half. Clock will run if there is a 15 pt. lead.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.
- Game will be called at the 2 minute mark if a team is up by 20 or more points.

Pressing and Zone and Hoop Height:

- Teams in the 2nd grade division must play Man to Man defense ONLY.
- Zone defense IS allowed in ALL grade divisions except 2nd grade.
- 2nd/3rd grade teams may ONLY press during the last 2 minutes of the 2nd half
- Stealing is allowed in 2nd and 3rd grade anywhere on the floor in the half court. During the the time where pressing is allowed teams can steal in the backcourt.
- 4th-8th grade teams may press at any time unless there is a 20 point lead.
- If a team is up by 20 or more they are NOT allowed to press until the lead falls under 20 points.
- 2nd grade will play on 9 foot hoops.

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 will be provided and Home team provides game ball.
- ALL divisions will use 28.5 Ball.
- Free throws are played on the release and 3 point goals are counted.
- 2nd and 3rd grade only: A player is allowed to jump across the line on a free throw shot
- 1st team listed or on top of bracket is Home team wearing light jersey.
- **EACH TEAM must provide volunteer to do the official scorebook.**

Overtime:

- 1st will be 1 minute stop clock. 2nd overtime will be 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

Sportsmanship:

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