

# **GYM RATS FALL BRAWL – EVENT RULES**

## **ALL Iowa High School Rules Apply except for the following**

### **Coach Check In:**

- The facility will open 30 minutes prior to 1<sup>st</sup> game.
- Coach must check in team at admissions gate prior to 1<sup>st</sup> game, you will receive any necessary information there.

### **Length of Game:**

- The following divisions Will play Two 14 minute stop time halves. The clock will run if there is a 15 pt. lead in 2nd half when clock reaches the 8 minute mark:

**4<sup>th</sup> Boys, 5<sup>th</sup> Boys, 6<sup>th</sup> Boys, 7<sup>th</sup> Boys, 8<sup>th</sup> Boys, 6<sup>th</sup> Girls, 7<sup>th</sup> Girls and 8<sup>th</sup> Girls**

- The following 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:

**2<sup>nd</sup>, 3<sup>rd</sup> Boys Division and 4<sup>th</sup>/5<sup>th</sup> Girls.**

- 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.
- 2<sup>nd</sup>-6<sup>th</sup> Boys and All Girls teams use 28.5 Ball.
- 7<sup>th</sup>-8<sup>th</sup> Boys will use 29.5 ball
- Regular rules for **3<sup>rd</sup>-8<sup>th</sup>** grades. Example: pressing and zone are legal
- **Special rules for 2<sup>nd</sup> Boys:** 2<sup>ND</sup> Boys no pressing until last 2 minutes of EACH half and no zone defense, and 9 foot hoops.
- 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.
- **EACH 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.**
- **Event director has final authority over any disputes.**

### **Overtime:**

- 1<sup>st</sup> Overtime will be 2 minute stop clock. 2<sup>nd</sup> 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!**  
**IT IS ABOUT THE KIDS!**