GYM RATS HEAT UP THE HARDWOOD – 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:

• The following divisions will play 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: 4th Boys, 5th Boys, 6th Boys, 7th Boys, 8th Boys, 6th/7th Girls, and 8th 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: 2nd Boys, 3rd Boys Division and 3rd/4th Girls

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

Miscellaneous:

- <u>One Coach</u> may stand unless they receive a technical foul.
- If ejected, that coach will <u>NOT</u> be allowed to coach in next game.
- No warm-up basketballs provided and Home team provides game ball.
- 2nd-7th Boys and All Girls teams use 28.5 Ball.
- 8th Boys will use 29.5 ball
- Regular rules for <u>3rd-8th</u> grades. Example: pressing and zone are legal
- Special rules for 2nd Boys and 3rd/4th Girls:
 -2ND Boys and 3rd/4th Girls no pressing until last 2 minutes of EACH half
 -No zone including half court zone trap. Man 2 Man Defense ONLY
 -9 Foot rim height for 2nd Boys and 3rd Girls. Any girls team with 4th girls will play 10 foot.
- 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.
- The <u>home</u> 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. Iowa Gym Rats will provide the official scoreboard operator.
- Event director has final authority over any disputes.

Overtime:

• 1st Overtime will be 2 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! IT IS ABOUT THE KIDS!