

FALL LEAGUE – 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.

Length of Game:

- (2) 20-minutes halves, running clock except the last 2 minutes of 2nd half, Clock runs if there is a 15-pt. lead in 2nd half at the 2-minute mark.
- 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 HOME team provides the game ball.
- BOYS divisions will use 29.5 Basketball and GIRLS divisions will use 28.5 Basketball
- Free throws are played on the release and 3-point goals **do** count for all ages.
- 1st team listed in pool play or on top of bracket is the HOME TEAM and will wear light jersey.
- **Event Staff will provide a table worker.**
- **Event and/or Site director has final authority over any disputes.**

Overtime:

- 1st 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.

GREAT SPORTSMANSHIP WILL BE ENFORCED!