

## **G.O.A.T/BLIZZARD BATTLE – 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:**

- 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 2<sup>nd</sup> 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 next game.
- No warm-up basketballs provided and Home team provides the game ball.
- 2<sup>nd</sup>-7<sup>TH</sup> Boys and All Girls teams use 28.5 basketball.
- 8<sup>th</sup> Boys will use 29.5 basketball
- **Regular rules for 3<sup>rd</sup>-8<sup>th</sup> Boys and 4<sup>th</sup>-8<sup>th</sup> 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.
- 1<sup>st</sup> 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.**

#### **Special Rules for 2<sup>nd</sup> Boys and 3<sup>rd</sup> grade girls:**

- No zone defense, MUST play Man 2 Man defense even when allowed to press.
- 2<sup>nd</sup> Boys and 3<sup>rd</sup> girls pressing – ONLY allowed the last 2 minutes of 2<sup>nd</sup> half and OT.
- Games played on 9-foot hoops for 2<sup>nd</sup> Boys and 3<sup>rd</sup> Girls.
- 2<sup>nd</sup> Boys and 3<sup>rd</sup> Girls are allowed to cross the line on free throws.

#### **Overtime:**

- 1<sup>st</sup> Overtime will be 1 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!**