

HEAT UP THE HARDWOOD - RULES

“ALL NFHS Rules Apply except for the following”

LENGTH OF GAME:

- 15U, 16U, and 17U will play Two 16-minute stop time halves. The clock will run if there is a 15-pt. lead **AT THE 8 MINUTE MARK IN THE 2ND HALF**. Once the lead falls under 15 points the clock will be stop clock.
- 3rd, 4th, 5th, 6th, 7th, and 8th divisions will play Two 14-minute stop time halves. The clock will run if there is a 15-pt. lead **AT THE 8 MINUTE MARK IN THE 2ND HALF**. Once the lead falls under 15 points the clock will be stop clock.
- ***Mercy Rule: Game is called at the 2-minute mark of the 2nd half if a team is up by 20 or more points.***

FREE THROWS:

- At the 8th team foul in a half, the opposing team shoots 2 FREE THROWS. NO 1 & 1.

MISCELLANEOUS:

- One Coach may stand unless they receive a technical foul.
- If player or coach is ejected, they will NOT play or coach in next game.
- Fighting will NOT be tolerated. Players, Coaches or Fans involved in fighting will be disqualified from the event.
- 5 personal fouls for all ages
- 8th grade division and 15U, 16U, and 17U will use Men's Basketball (29.5).
- 3rd-7th grade divisions will use Women's Basketball (28.5).
- No warm-up basketballs will be provided. Home team provides the game ball
- 1st team listed in pool play or top of bracket is HOME team and will wear light jersey.
- **Iowa Gym Rats will supply a scorekeeper.**
- **Tournament Director has Authority to override any rules.**

OVERTIME:

- 1st overtime will be 1 minute (Stop clock). 2nd overtime will be sudden death.

TIMEOUTS:

- 3 (full) timeouts per game. One full timeout per overtime period, no carry over.

TIE BREAKER:

1. Head to Head
2. Point Diff (+,-20 max)
3. Points Scored
4. Points Allowed

SPORTSMANSHIP:

We should all take pride in teaching the youth about proper sportsmanship.

We will have no problem removing fans, coaches, players if necessary. Have fun and remember that it is all about the kids!