



BOYS' TOURNAMENT RULES

Standard IAHSAA rules apply except for the following :

LENGTH OF GAME:

- 3rd-5th will play two 14 minute stop time halves. 6th & up will play two 16 minute stop time halves.

RUNNING CLOCK:

- Clock will run if there is an 18 point lead in 2nd half when clock reaches the 8 minute mark. The clock will be continuous until lead gets under 12 points.

OVERTIME:

- 2 minute stop clock for 1st and 2nd overtime and 1 minute for any additional overtime.
- One 45 second timeout per overtime, no carryovers from regulation or between overtimes.

HALF TIME/WARM UP TIME:

- Halftime will last 2-3 minutes depending on scheduled game time.
- Pre-game warm up will last 3-5 minutes depending on scheduled game time.
- Times may get adjusted to keep schedule throughout the day.

TIMEOUTS:

- Four 45 second timeouts per game. No limit per half.

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FOULS/FREE THROWS:

- 1 and 1 on 7th foul, NO DOUBLE BONUS.
- Free throws played on the release.
- 5 fouls per player.

PLAYING ON MULTIPLE TEAMS:

- Players CAN play on multiple teams IF the teams are in different divisions (EXCEPTION IN ANY NCAA CERTIFIED EVENT).

MISCELLANEOUS:

- Facilities open 1 hour prior to first game.
- Full high school rules for zones, presses, etc. No restrictions.
- Coaches may stand unless they receive a technical foul.
- If ejected, that coach or player will NOT be allowed to participate in the next game.
- Technical fouls result in 2 FT attempts plus ball.
- First team listed first or on top of bracket is Home team and will wear light jersey.
- Each team will need to be prepared to supply a book keeper/clock operator for all games. We do provide this for SOME events, coaches will be notified in advance
- Ball Size Used:
 - o Fall/Winter: All ages will use the 28.5 ball
 - o Spring/Summer: 3rd-6th will use the 28.5 while 7th & up will use the 29.5.

TIE BREAKER:

1. Head to Head
2. Point Differential (15 Max) with all games counting to determine places.
3. Fewest Pts Allowed (if point differential is a tie).





GIRLS' TOURNAMENT RULES

Standard IAHSAA rules apply except for the following :

LENGTH OF GAME:

- 3rd-5th will play two 14 minute stop time halves. 6th & up will play two 16 minute stop time halves.

RUNNING CLOCK:

- Clock will run if there is an 18 point lead in 2nd half when clock reaches the 8 minute mark. The clock will be continuous until lead gets under 12 points.

OVERTIME:

- 2 minute stop clock for 1st and 2nd overtime and 1 minute for any additional overtime.
- One 45 second timeout per overtime, no carryovers from regulation or between overtimes.

HALF TIME/WARM UP TIME:

- Halftime will last 2-3 minutes depending on scheduled game time.
- Pre-game warm up will last 3-5 minutes depending on scheduled game time.
- Times may get adjusted to keep schedule throughout the day.

TIMEOUTS:

- Four 45 second timeouts per game. No limit per half.

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FOULS/FREE THROWS:

- 1 and 1 on 7th foul, NO DOUBLE BONUS.
- Free throws played on the release.
- 5 fouls per player. (6 fouls per player for NCAA Certified events.)

PLAYING ON MULTIPLE TEAMS:

- Players CAN play on multiple teams IF the teams are in different divisions (NOT ALLOWED DURING NCAA CERTIFIED EVENTS).

MISCELLANEOUS:

- Facilities open 1 hour prior to first game.
- Full high school rules for zones, presses, etc. No restrictions.
- Coaches may stand unless they receive a technical foul.
- If ejected, that coach or player will NOT be allowed to participate in the next game.
- Technical fouls result in 2 FT attempts plus ball.
- First team listed or on top of bracket is Home team and will wear light jersey.
- Each team will need to be prepared to supply a book keeper/clock operator for all games. We will provide this for SOME events, we will notify all coaches in advance.
- NO OUTSIDE BALLS WILL BE ALLOWED IN THE ALL IOWA ATTACK FACILITIES. GAME BALLS AND WARM UP BALLS WILL BE PROVIDED AT THESE COURTS. TEAMS WILL NEED BALLS FOR GAMES NOT IN THE ATTACK FACILITIES.

TIE BREAKER:

1. Head to Head
2. Point Differential (15 Max) with all games counting to determine places.
3. Fewest Pts Allowed (if point differential is a tie).

