



5 on 5 BASKETBALL TOURNAMENT RULES

✦ **Official Iowa High School Rules** of the game will be applied with the following exemptions:

❖ **PRIOR TO THE GAME**

1. Each team must have a minimum of 5 players on court to start the game and should arrive 20 to 30 minutes before their games to prevent a forfeit. A forfeit will be declared if a Team is 5 minutes late.
2. All players of the teams must be on the registration form by the entry deadline. Any additions and/or changes on the line-up must be approved by League's Officials/Sports Director prior to the start of the Team's first game.
3. A Parent/Guardian's waiver should be signed and turned-over to the League Organizer/Sports Director before the start of the game.
4. Size 28.5" women ball will be used in all the games of the Tournament. Each team must provide a ball and mutually agree which one to use. If there's no agreement, the home team will provide the game ball.
5. Teams should provide their own warm-up basketballs.
6. Teams are encouraged to wear reversible jerseys or bring two sets of contrasting colored jerseys.
7. **Concessions for food and refreshments are available inside the facility for the convenience of everybody. Bringing in outside food and drinks IS STRICTLY PROHIBITED.**
8. Teams are responsible for keeping track of the score throughout the game, thus it is advised to assign a SCOREKEEPER for each team in every games. In the event of discrepancy or misinterpretation in score, fouls, etc. the score book is the final basis of the decision.

❖ **GAME PLAY**

9. The Team listed first in the pool play is the HOME TEAM.
10. Games will consist of two (16) minute halves in with a running clock. The clock will stop on all time-outs. The clock will also stop for all whistles in the final one (1) minute of first half and final (1) minutes of the second half. If there is 20 point lead in the last minute (1) minutes the clock will keep running.
11. The length of half time is 3 minutes. The warm up time may be changed by the tournament directors to keep the games on schedule.
12. 3rd and 4th. We do not allow any press until last 2 minutes of each half. If the team is up by 10 points there will be no full court press. They can step over the free throw line just can't run in to get rebound until it hits rim.
13. In 5th, 6th, 7th, 8th grades there will be no full court press after team is up by 15 or more points. On the First Offense, the team will be given a warning. Any additional offenses will result in a technical foul.
14. Technical fouls equal shoot the 2 shots and ball at half court.



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15. Zone play is allowed in all levels of play. Stealing off the dribble is also allowed.
16. Three (3) point shots will count only in the gyms marked with a three point line.
17. All divisions will begin overtimes with a jump ball. The first overtime will be two (2) minutes in length. The clock will not stop for the referees whistle during the first one minute of play.
18. 2nd Overtime will be sudden death (Jump Ball).
19. Each team will be allowed 1 timeouts in 1st half and 2 timeouts for 2nd half Timeouts do not carry over anytime. One time-out will be awarded in the first overtime. No Time-outs in the 2nd overtime. Home team is first team listed and will wear light jerseys.
20. In the case of a **TIE IN THE FINAL STANDINGS**, the tie breaker will be in the following order:
 - a. Win/Loss Record
 - b. Head to Head in Pool Play
 - c. Lowest defensive points
 - d. Point differential (maximum 15 points per game, forfeit scores will be 15-0)
 - e. Total Points Scored
 - f. Coin Flip

❖ **RULES ON CONDUCT**

21. **SPORTSMANSIP** shall be strictly observed by all participants and fans.
22. The Coaches are responsible for the conduct of his/her respective team players as well as to his/her team's Spectators.
23. **Profanity** will not be tolerated and would result to an automatic technical foul and possible ejection.
24. If a player or coach receives two technical fouls in the same game, he is ejected from game and may not play or coach in the team's next scheduled game.
25. The Officials have the authority to eject any player or spectator from the building for any reason. They may also declare a forfeit or double forfeit if play has gotten out of hand.
26. Fighting will result in an automatic technical, ejection, and probable expulsion from the league, at the discretion of the Site Supervisor. A player's ejection for fighting is automatic and not subject to appeal.
27. All teams are expected to display excellent sportsmanship toward the other teams and tournament officials. Habitual violators will be removed from the tournament and/or be denied entry to future tournaments organized by Mid America Sports.