

MAY MADNESS - TOURNAMENT RULES
“ALL IAHSAA Rules Apply except for the following”

LENGTH OF GAME:

- 15U, 16U, and 17U will play Two 24 minute running clock halves. Clock stops last 2 minutes of 2nd half unless lead is greater than 15 points.
- 3rd-8TH will play Two 20 minute running clock halves. Clock stops last 2 minutes of 2nd half unless lead is greater than 15 points.
- Halftime will last 2 minutes and Warm Up will last 3 minutes.
- **IF A TEAM IS UP 20 or MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.**

FREE THROWS:

- At the 7th team foul in a half, the opposing team shoots 1&1. NO Double Bonus

MISCELLANEOUS:

- One Coach may stand unless they receive a technical foul.
- If player or coach 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
- No warm-up basketballs provided and Home teams provides game ball.
- 2nd-6th will use 28.5 basketball. All other divisions will use 29.5 basketball.
- Free throws are played on the release.
- 1st team listed in pool play or top of bracket is Home team and will wear light jersey.
- **BOTH TEAMS MUST PROVIDE A VOLUNTEER @ THE SCORES TABLE.**
FAILURE TO DO SO MAY END UP IN FORFIET.
- **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:

I think we should all take pride in teaching the youth about proper sportsmanship. I have no problem removing fans, coach's, players if necessary. Have fun and remember that it is all about the kids!