

NET FEST BASKETBALL RULES

TEAM RESPONSIBILITIES

1. Upon arriving at the gym, each team's coach is responsible for checking the team in at the check-in table and picking up their team packet.
2. A team must have a minimum of 5 players ready to play no later than 5 minutes after the official game time or the team must forfeit the game.
3. Each team is responsible for its own warm up balls, towels, etc., as well as all personal belongings. All players must have numbered game jerseys (numbers can either be on the front or back). The game ball will be chosen from the warm up balls, so please bring at least one good ball.
4. Each playing team may have to provide one person to keep score or time.
5. Players may appear on only one roster. Players may be required to present proof of identification (driver's permit/birth certificate & photo) at tournament check-in or upon request of a tournament official. Any team using an ineligible player will be disqualified for the entire tournament. No refunds will be issued and any games and/or awards won will be forfeited.
6. Restrooms and concessions will be available.
7. Whenever possible 3 games will be scheduled for each team.
8. Iowa Games merchandise will be available to purchase.

PLAYING RULES

1. **Length of Game:** Continuous running of the clock, except the last minute of each half. Clock will not stop in the second half if the point differential is 20 points or more. Substitutions may be made at any dead ball situation. The official will beckon the player(s) onto the court.

3rd grade division will be a continuous running of the clock, except the last minute of each half. In keeping with the philosophy of the Iowa Sports Foundation, the 3rd Grade Division will focus on participation with a Jamboree format. **No standings will be kept**, and all participants will receive an award. This division will use a shortened free throw line with a distance of 12 feet. The top set of blocks (closest to the free throw line) will be left open.

3rd grade	16 minute halves
4th- 8th grade	18 minute halves

2. **Ball size:** The smaller 28.5 oz ball (women's size) will be used for all divisions.
3. **Jump balls:** Jump balls will be used for all divisions to start games and each overtime period. Alternating possession arrow will be used for the remainder of the game.
4. **Warm up:** Teams will be allowed a maximum of 4 minutes as time permits.
5. **Halftime:** Teams will be allowed a maximum of 4 minutes. The time may be shortened at the official's discretion.

- 6. Time-out:** Each team will be permitted two (2) 30 second time-outs per half (clock will stop), with no carry over from halves. Time-outs will not be carried over into any overtime period(s).
- 7. Overtime:** *(No overtime will be issued for the 3rd grade division)*
First overtime: 2 minutes (start/stop clock)
Second overtime: 1 minute (start/stop clock)
Third overtime: First score wins (sudden death)
- Each team will be permitted one (1) 30 second time-out per overtime (clock will stop), with no carry-over. Jump balls will be used for all divisions to start games and each overtime period. Alternating possession arrow will be used for the remainder of the game/overtime.
- 8. Pressing and Double Teams: No Zone defense will be allowed for 3rd - 6th grade divisions.** Full-court press of any kind will not be allowed for 4th - 6th grades, except in the final minute of each half or overtime. **3rd grade division will not be allowed to use a full-court press at any point in the game.** There will be no restrictions on half-court defenses for the 7th and 8th grade divisions and they may use any type of full-court press until one team is 15 points ahead. The team that is leading can then use only a half-court defense. When the game is within 10 points, that team will again be allowed to full-court press. This rule will apply each time the scoring margin exceeds 15 points or greater.
- 9. 3-Point Goal:** No 3-point goal will be used!
- 10. Free Throws:**
- Free throws will be shot on all shooting fouls throughout the game.
Bonus (one plus one) on all non-shooting fouls beginning on the 7th team foul of half.
Double Bonus (2 shots) on all non-shooting fouls beginning on the 10th team foul of the half.
 - Intentional fouls are 2 free throws plus possession of the ball at the point of infraction.
 - Player position in the free throw blocks; the bottom set of blocks (closest to the end line) shall remain open.
 - The 3rd Grade division will use a shortened free throw line with a distance of 12 feet. The top set of blocks (closest to the free throw line) will be left open.
- 11. Dunking: WILL NOT BE ALLOWED** during warm up, halftime, or DURING THE GAME. Dunking will result in a 2 shot unsportsmanlike technical foul with the player being ejected for the remainder of the game. Dunking twice during the tournament will result in ejection from the tournament. Any player that dunks is responsible for any damage that occurs. The Iowa Sports Foundation facilities have been rented, so please treat the building and equipment with respect.
- 12.** No shot clock will be used for any division.
- 13.** All fouls (technical and/or personal) will count toward the total team fouls per half and toward a player's fouls for disqualification.
- 14. Any player or coach who receives his or her first technical foul must leave the playing area (OUT OF SIGHT AND SOUND) for the rest of that game. If any player or coach receives a second technical during the tournament, he or she will be asked to leave the facility immediately for the remainder of the tournament.**
- 15.** All other rules will remain consistent with National Federation (high school) rules. Girls will play with Iowa Girls High School Athletic Union rule adaptations.

16. Tie breaking procedure:

- A. In any situation where two (2) teams tie, head-to-head competition between the teams will determine the winner.
- B. If more than two (2) teams are still tied after step A, point differential is used for the teams involved. A maximum of 15 points will be awarded for a point spread differential.
- C. If more than two (2) teams are still tied after step B, the results of the teams not involved in the tie are added, and the point differentials are recalculated.
- D. If more than (2) teams are still tied after step C, the winner will be determined by a coin toss.
- E. Forfeits will be ruled as a 15-0 victory for that specific team.

Tie Break Example: In a four (4) team pool, results of pool play yield the following standings:

Team A 2 wins, 1 loss
Team B 2 wins, 1 loss
Team C 2 wins, 1 loss
Team D 0 wins, 3 losses

To break the tie to determine the pool winner, first look at the games played.

Team A results	A vs. B	A-69 vs. B-74	A net results: -5
	A vs. C	A-85 vs. C-65	A net results: +15*
Team B results	B vs. A	B-74 vs. A-69	B net results: +5
	B vs. C	B-55 vs. C-65	B net results: -10
Team C results	C vs. A	C-65 vs. A-85	C net result: -15*
	C vs. B	C-65 vs. B-55	C net result: +10

* According to item #2, the maximum number of points allowed for a point spread differential is 15.

Total team differentials:

Team A +10 (WINNER)
Team C -5 (Second by virtue of victory over B)
Team B -5 (Third)

PLEASE REMEMBER

All referees, tournament directors, scorers, timers, and site coordinators are volunteering their time and efforts to provide you the opportunity to play. With their help and your team's positive attitude, we will have a successful tournament!

All coaches, players and fans will be rated on their sportsmanship after every game.

SPORTSMANSHIP IS EXPECTED FROM ALL COACHES, PLAYERS AND FANS!!!

