



GIRLS' TOURNAMENT RULES

Standard IGHS AU rules apply except for the following :

LENGTH OF GAME:

- 4th - 7th will play 14 min stop clock halves. 8th - 11th will play 16 min stop clock halves.

RUNNING CLOCK:

- Clock will run if there is a 20 point lead in 2nd half when clock reaches the 6 minute mark. The clock will be continuous until lead gets under 15 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:

- Half time will last 4 minutes
- Warm up will be a minimum of 4 minutes & will be longer if extra time. Games will start ON TIME, not early!!

TIMEOUTS:

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

FOULS/FREE THROWS:

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

PLAYING ON MULTIPLE TEAMS:

- 4th-7th grade players CAN play on multiple teams if the teams are in different divisions. 8th-11th grade players can only play on teams they register for at registration and can only play a maximum of 2 games per day per NCAA rules

MISCELLANEOUS:

- Facilities open at 7:15am both mornings
- Full high school rules for zones, presses, etc. No restrictions.
- If ejected, that coach or player will NOT be allowed to participate in the next game.
- Technical fouls result in 2 FTs plus ball.
- First team listed or on top of bracket is Home team and will wear light jersey.
- Clock & scorebook personal will be provided by Attack staff
- Game ball will be provided. EVENT IS NOT PROVIDING WARMUP BALLS

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).

A 30 second shot clock will be used in the following Pools:

- **HS Red Pool A, B & C**
- **HS Black Pool A**
- **HS White Pool A**

SHOT CLOCK RULES:

- 30 Second Shot Clock
- 10 Second Back Court Violation
- 5 Second Closely Guarded Violation (while holding ball only within 3ft) -
- Under 1 Minute, ball can be advanced to front court to 28' line if upon change of possession no advancement has been made
- Kick Ball above 15 seconds, shot clock stays as is. Below 15, it resets to 15
- Clock does NOT stop after made basket in last minute of game

