

Central Iowa Christian School Basketball Tournament

Rules and Regulations for 4th/5th Grade

1. All games will be played at the Grinnell Athletic and Recreation Center (GARC), 1500 Penrose St., Grinnell, IA 50112.
2. Teams should arrive 20 to 30 minutes before your games. A forfeit will be declared if a team is five (5) minutes late. Teams must provide their own warm up basketballs.
3. Teams are encouraged to wear reversible jerseys or bring 2 sets of contrasting colored jerseys. The team listed first on the schedule is the home team and will wear light colors.
4. Individual medals will be awarded to 1st place teams in each age group (max 12 per team).
5. 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 sponsored by Central Iowa Christian School.
6. Admission -- Adults \$5.00, Students \$3.00, Under 5 Free. All players and 2 coaches per team will be admitted for free. **Fans should bring a lawn chair to sit in, because there is no seating at the GARC.**
7. A concession stand will be open for your convenience. **NO OUTSIDE FOOD OR COOLERS ALLOWED AT THE GARC.**
8. **Each team must provide a score keeper/scoreboard operator for each game.** These individuals are responsible for keeping score in the scorebook and running the clock. The scorebook is the final decision when questions of score, fouls, etc.
9. In case of a tie in the final standings, the tiebreaker will be as follows:
 1. Head-to-head record.
 2. Lowest defensive points allowed average.
 3. Coin flip.

RULES: Iowa High School Rules, except as follows:

- A. Games will consist of eighteen (18) minute halves with a running clock. The clock will stop on all timeouts. The clock will also stop for all whistles in the final minute of the second half.
- B. The tournament directors to keep the games on schedule may change the length of half time and warm up time.
- C. Overtime will be two (2) minutes stop time. If necessary, the second overtime will be sudden death.
- D. Each team will be allowed three (3) timeouts per game. One (1) additional timeout will be awarded in the first overtime. Timeouts will not be allowed in the sudden death overtime.
- E. Teams will not be allowed to full court press or play zone defense, until the last minute of the 2nd half. Technical fouls will be assessed if officials have warned a team for full court press or zone defense.**
- F. Technical fouls: automatic two (2) points and the ball.
- G. Three (3) point shots will count in all divisions.
- H. All decisions by the officials and tournament directors are final.