

BULLDOGS BASKETBALL

TOURNAMENT RULES

1. Games will be played at Regis Middle School, Cedar Rapids, IA.
2. Teams should arrive 20-30 minutes before your games. A forfeit will be declared if a team is five minutes late. Teams must provide their own basketballs for warm-up.
3. Teams need to wear reversible jerseys or bring 2 sets of contrasting colored jerseys. **First team listed on the schedule will be the home team. Home teams will wear light jerseys and visitors will wear dark.**
4. School teams preferred (*girls planning to attend the same high school*). Exceptions will be considered by the tournament director. All Star teams may be placed in the most competitive bracket or may be asked to play up at the discretion of the Tournament Director.
5. Individual awards will be presented for Champion and Runner-up (max. 12 awards per team).
6. All teams are expected to display excellent sportsmanship toward the other teams and tournament officials. Violators will be removed from the tournament and/or be denied entry to future tournaments.
7. All players and 2 coaches per team will be admitted free. Otherwise, admission will be: \$4 for Adults; \$2 for Students; under 5 are free.
8. A concession stand will be open for your convenience. No Carry-ins please.
9. All rosters will be turned in before the first game. You must have 5 players to start a game. A player cannot be on more than one team/roster.
10. The winner of pool play will advance to the semi-finals. In case of a tie after pool play, the tiebreaker will be as follows:
 - a. Tournament record
 - b. Head to Head result
 - c. Lowest total defensive points given up throughout pool play
 - d. Coin flip
11. The Cedar Rapids Bulldog Organization will provide the scoreboard operator for each game. The Home team must provide the scorekeeper for the game. The other team is encouraged to have a person sit at the table to assist, but is not required. The scorebook is the final decision when questions of score, foul, etc., arise, so plan accordingly.

Rules: Iowa High School Rules, except as follows:

1. Games will consist of two 18-minute halves with a running clock. The clock will stop on all timeouts. The clock will stop for all whistles in the final two (2) minutes of the second half. The referees have the authority to stop the clock at their discretion.
2. Half time will be 4 minutes. However, the tournament directors may change the length of warm-up and half time to keep the tournament on schedule.
3. A jump ball will start all games and any overtime periods. Overtime will be two minutes, stopping the clock in the last minute only. If necessary, the second overtime will be sudden death. The winner in sudden death is the team that scores first.
4. Each team will be allowed three timeouts per game. One (1) additional timeout will be awarded in the first overtime. Timeouts will not be allowed in the sudden death overtime.
5. Teams will not be allowed to full court press if they are ahead 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, at the discretion of the referees.
6. Teams may play zone defense.
7. Technical fouls: Automatic two points and the ball.
8. Three-point shots will be allowed if the game is played on courts that are marked.
9. Bonus Situation on and after the 7th foul. Bonus is one & one. Two free throws after the 10th foul.
10. All decisions by the officials and the tournament directors are final.