

Irondale Great Shoot-Out Rules . Boys 2010

The National Federation of High Schools Basketball Rule Book will be followed except as noted below:

1. The team listed at the top or the left on the bracket will be designated as the home team, and will be responsible for keeping the game's book.
- 2.
3. 4th and 5th grade games will be 20 minutes running time halves, with the final 2 minutes of the game stop time.
4. 6th – 9th grade games will be 14 minutes stop time halves.
 - a. If a team leads by 20 points in the last 7 minutes of the 2nd half, "RUNNING TIME" will be in effect. The clock will run continuously. The clock will return to stop time if the score differential is brought back to 10 points or less.
5. Referees will call all substitutes in.
6. The first overtime will be 2 minutes stop time. The second overtime will be sudden death. The first team to lead by ONE point in sudden death will be the winner.
 - a. An exception to sudden death will be any championship game. The second overtime and all subsequent overtimes will be 1 minute stop time.
7. Three minute half time. IBA reserves the right to shorten the half time to 2 minutes if games are running significantly behind schedule.
8. Zone defenses are allowed in all grades
9. A press of any type in all grades is allowed. **NO PRESSING WITH A LEAD OF 20 POINTS OR MORE.**
10. The three point rule will be in effect for all grades
11. Three 60 second time-outs per regular game. One time-out per overtime. No carryover of time-outs to overtime.
12. No protests. Referee and tournament officials will settle all disputes on the spot.
13. Bonus shots: 1 & 1 will be shot on 7th – 9th team fouls and 2 shots on the 10th and higher team fouls per half.
14. A player is disqualified after 5 personal fouls.
15. All technical fouls will award the opposing team 2 points and the ball out of bounds,
16. If a total of 3 technical fouls have been issued to any team during a game (any combination of coach, team member OR spectator technical fouls), the game will be stopped and the violating team will forfeit that game.
17. Tiebreakers involving 2 or more teams will be as follows: 1) head to head, 2) point differential, 3) points allowed.