



Tournament Rules

Uniforms	Team listed as home will wear light colored jerseys. Team listed as visitor will wear dark colored jerseys. Players must have a numbered jersey.
Ball Size	6th grade division and under: 28.5 (Size 6) (6th/7th Division will use 29.5) 7th grade division and older: 29.5 (Size 7) *coaches must agree on ball/size before start of game *must use the same ball for the entire game
Rim Height	10 feet: Grades 3rd and up 9 feet: Grades 1st and 2nd
Game Length	18 min halves. Running clock. Clock stops during the last minute of each half. If margin of victory is 30 pts or more - game automatically ends under 1 min.
Timeouts	Three (3) :30 second timeouts for the entirety of regulation. 1 timeout per team in overtime. Timeouts do not carry over to overtime
Number of players	If a team doesn't have 5 players within 5 minutes of scheduled start time - game will be a forfeit. Game can still be played (4 on 4), but will count as a forfeit for the team without enough players. If a player fouls out, team can play with 4 or fewer as long as the game started with 5.
Fouls	6 personal fouls. 2 shot bonus at 10 team fouls per half. Both teams are automatically in the bonus during the final minute of regulation and all of overtime.
Defense	<ul style="list-style-type: none"> • Any defense allowed except for 1st/ 2nd grade • 1st/2nd grade division: Man-to-man only. No zone defenses or trapping. Can steal dribble/pass. Can do full court man -to-man defense • 25 point margin - no press <p>1st and 2nd violation: Warning. 3rd offense: Warning or technical foul at referee's discretion. Repeated offenses: Referee's discretion. Speak with the Tournament Director and possible removal from tournament play.</p>
Technical Fouls	Automatic 2 pts plus the ball. Any player receiving 2 techs is disqualified for the game. Any coach that receives 2 technicals is disqualified and must leave the gym area. An assistant coach or parent will need to step in. Coaches that receive a technical foul must remain seated for remainder of game (seatbelt rule) Refusal to leave will result in forfeit and possible disqualification from the tournament and any future Iron Courts events.
Coaches	2 coaches per team are allowed on the bench. Only 1 coach can stand on the sidelines and address the referees. 2 wristbands will be given per team for coaches
Overtime	1st overtime: 2 minutes - stops last minute 2nd overtime: Sudden victory - First point/score wins.



	<p>Any coach that receives 2 technicals is disqualified and must leave the gym area. An assistant coach or parent will need to step in.</p> <p>Refusal to leave will result in forfeit and possible disqualification from the tournament and any future Iron Courts events.</p>
Spectator/Parent Conduct	<p>A spectator that is engaging in unsportsmanlike behavior and/or communication to officials or opposing teams will be removed from the court. Refusal to leave will result in a forfeit for that team</p>