

ADM Booster Club Classic Basketball Tournament Rules

Adel, Iowa

Thank you for participation/interest in our tournament. We've worked hard to give the players, coaches and fans an enjoyable experience with hopes they will return again next year.

General Rules and Regulations

This tournament is sponsored by the ADM Booster Club. The ADM Booster Club, ADM Community School District, tournament organizers and all other organizations affiliated with this tournament will not be responsible for any claims of injuries or accidents which may be sustained by any team or spectator while at this tournament. Coaches and spectators are responsible for the conduct of their players and themselves throughout the tournament. Tournament officials reserve the right to alter, change, or abbreviate the tournament format when necessary.

- 1 day tournament. 3 game guarantee. Certified referees. Concessions available.
- No elite/select teams - All players on a team must be from the same school or town, with the exception of 2 optional guest players.
- Players can only play on one team per division. All players must be in, or below, the grade the division specifies.
- Each team must provide their own warm-up balls.
- Admission will be charged to everyone except players and 2 coaches per team.
- A maximum of 10 trophies/medals will be given out to the top team.
- Team registrations are not confirmed until the entry fee has been received and paid in full.
- Each team will need a light and dark colored numbered jersey. The home team, listed first on the schedule, will be the home team on the scoreboard, and should wear their light colored jerseys.
- Only 2 coaches are allowed per team.
- Tournament buildings will open 30 minutes prior to the first game in that building.
- If we get ahead of schedule, we will stay ahead, so **be prepared to play up to 30 minutes before your scheduled time.**

Game Rules

- IHSAA rules modified.
- Players must always check in at scorers table, and be welcomed in by a referee, before entering the game.
- 18-minute halves, running clock, including free throws.
- **Clock stops in last 2 minutes of each half if score difference is less than 15 points.**
- **Pressing only allowed if up by less than 15 points.**
- Half time will be 5 minutes, or less if behind schedule.
- Timeouts: Each team gets 3 timeouts per game, 60 seconds each. One 60 second timeout per team for the 1st overtime, no carry-overs from regulation. No timeouts for other overtimes.
- Overtime: 1st overtime will be 2 minutes, with clock stoppage. Pool Games: If a 2nd overtime is needed, the game will be decided by the first team to score. Post-Pool Games: If 2nd or 3rd overtimes are needed, they will be 2 minutes, with clock stoppage; If a 4th overtime is needed, the game will be decided by the first team to score.
- **Each team must provide one scorekeeper/scoreboard operator per game.**
- 10 minutes after game time is forfeit time. If a team does not show, they will forfeit that game and the opponent will get credit for the win, and a 10-point score differential.

- The scorebook holds the final decision regarding questions on score, fouls, etc.
- 3-pointers will count in all divisions.
- 5th Grade Girls may unintentionally cross the free throw line when shooting free throws.
- **All decisions by referees and tournament officials are final.**

Forfeiture

- Teams found to break any rule will be grounds for forfeiture of all games played and yet to be played. If a played game is forfeited by a team, the team's opponent will get credit for the win, and the point differential, if applicable. If a game was not played, the non-forfeiting team will get credit the win, and a 10-point score differential. Subject to final decision by the tournament director.

Tie-Breakers for Determining Post-Pool Play or Places

Note: as soon as the tie-breaker criteria below determines a place for a team, if there are still teams tied, the tie-breaker criteria will start over for only those remaining teams.

1. Head-to-Head Competition - If the two teams did not play or if more than 2 teams are tied, this criterion will not be used
2. Highest Point Differential - but capped at a maximum of **20** points per game
3. Fewest Points Allowed
4. Single Coin Flip - flipped by a tournament official and called by the team that travelled the furthest

Sportsmanship

- **Harassment of referees will not be tolerated.** If a referee or tournament official ejects a coach, spectator or player from a gym, they will be required to leave the building and not enter that, or any other tournament building, for the remainder of the day.
- Two technicals on a coach or player will mean disqualification of that person for the remainder of the tournament. Three on a team will lead to a forfeit of that game.

Cancellation Policy

- After the tournament deadline, a team will be refunded half of their entry fee if they decide not to play for any reason
- If the tournament is cancelled before the first game starts, teams will receive full refunds of their entry fees. If the tournament is cancelled after the first game starts (inclement weather for example), teams will receive partial refunds of their entry fees after tournament expenses have been paid.