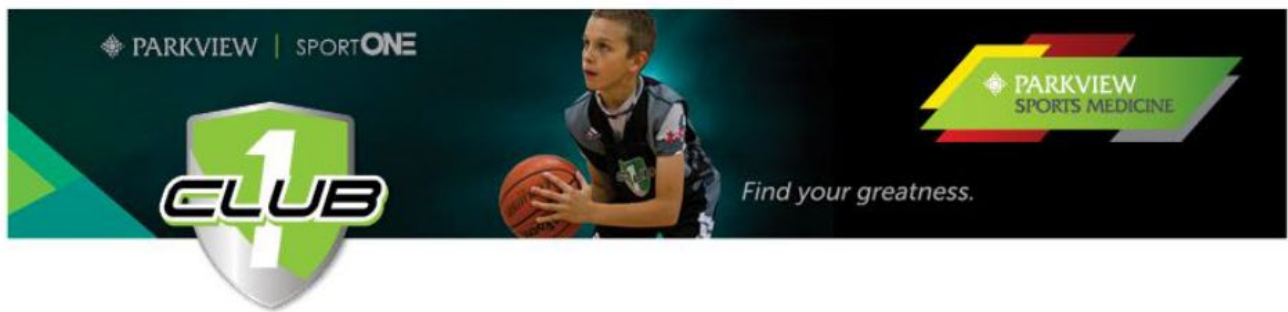




Club1 Challenge Event Rules

- I. Games
 - a. IHSAA Rules with the following exceptions:
 - i. Five-minute Warm-up. (Can be Shortened By Officials to Keep on Time)
 - ii. 18-minute running clock halves. Clock will stop the last minute of each half unless one team is winning by more than 10 points. If the lead goes under 10 then it will stop again.
 - iii. Three-minute halftime (may be shortened if agreed upon by coaches).
 - iv. Sudden Death overtime with no maximum time limit.
 - v. Regular Free Throws will be shot whether the clock is running or stopped.
 - vi. Boys 3rd-4th grade can shoot free throws from the 12 foot line and the rebounders will be moved to the old FT lineup (ie. Below the block). If the shooter is allowed to shoot from the 12 ft. line then they should not cross it before the ball hits the rim. If the shooter has to shoot from the 15 ft. line then they should not cross that line before the ball hits the rim.
 - vii. Personal and team fouls will be kept and the Bonus will be used according to IHSAA rules.
 - viii. Man-to-Man Defense will be played by all teams. These decisions are made by the high school coaches involved in our leagues and enforced by our officials.
 - ix. In Man-to-Man defenses, help defense and help on screens is allowed but once the primary defender recovers then the help defender should get back to their man. This may create a temporary double team and the officials will only stop play if they feel the double team was intentional and has a negative affect on the play.
 - x. In Man-to-Man Defense, defenders that are guarding someone on the weakside (side that the ball is not on) then they can play on the helpline in the paint provided they are 1-2 steps off the line from the ball to their man. If their man moves to the ball side or the ball moves to the side their man is on then the defense should shift to guard their man. This may not be a denial of their man as they can play in a gap to help on the drive but they should not remain in the paint unless their man is on the block.
 - xi. There will be no full court press in the 3rd and 4th grade divisions except in the last minute of the game with less than a 10 point margin.
 - xii. No full court press with 20-point lead. Once the lead gets to 20 points there will not be pressing allowed again until the lead is under 10 points.
 - xiii. Each team will have 1 full time out in the first half and 2 full timeouts in the 2nd half.
 - b. Games are to be played at scheduled times not before. Allow 50 minutes per game. The game will be a forfeit if a team is not ready to play 5 minutes after the scheduled start time.
 - c. Game Balls to be provided by the Home Team-3rd, 4th, 5th, and 6th grades will use a women's size 28.5 ball. 7th-8th grade will use the Men's ball.



- d. Clock Operator to be supplied by VISITING TEAM. Scorekeeper by HOME TEAM.
- e. Tie breakers for pool play will be 1. Head to Head competition, 2. Points against, 3. Margin of victory (20 point max per game), and then an automated coin flip. If more than two teams are tied then head to head will not be used as a tie-breaker and it will go straight to points against as the first tie-breaker.
- f. Teams must submit rosters online by Thursday 5pm before the event. Each player MUST have a parent electronically sign a waiver prior to Thursday 5pm before the event. Waiver and team roster only need done one time per year.
- g. Players may not participate on more than one team in the same division.
- h. All teams should be school based teams. This means all players on a team should attend school or live within the same school district that the team represents.
- i. All decisions made by the tournament directors are final. Seedings are done automatically by our scheduling software, if there are issues with the computerized seedings, see our site director ASAP and he will call Luke Cummings for a final determination.