

IHM Christmas Basketball Festival Rules

General

1. IHM teams are always the home team, tournament privilege. Home team is to occupy the bench to the right of the scorer's table. The visiting team is to occupy the bench to the left of the scorer's table.
2. Uniforms - each team must have shirts of the same solid color on front and back, with visible numbers. Home team will wear a dark color, and away team will wear a light color. In the event of two teams with the same color uniforms, the visiting team will wear pinnies of a contrasting color.
3. No players, spectators, or coaches are permitted in the officials' dressing area.
4. All games start at their scheduled time. If a game must start late due to overtime, a minimum of 5 minutes warm-up time will be provided.
5. Minimum of 5 players required to start a game. A 5 minute grace period will be granted for teams in transit and late for their respective tip-off. After 5 minutes, the game will be forfeited.
6. ALL PLAYERS WITH METAL DENTAL APPLIANCES (BRACES) MUST WEAR A MOUTH GUARD. If the player does not have a mouth guard, they may not participate in the game. 1st instance the player is asked to sit and a delay of game warning shall be issued. A second occurrence with any player on the same team will be a delay of game technical (non-sportsmanship) foul.
7. In the championship games, if a team has a greater than 20 point lead in the 4th quarter, the clock will not stop. If the lead drops to 20 or less, the clock will stop.
8. CYM & IHM sportsmanship rules apply to all coaches, players, parents and fans. Failure to comply may result in technical foul(s), ejections and person(s) being barred from the gym for the remainder of the tournament.
9. Technical fouls - A player who receives a technical foul must be removed from the game. The player may not reenter the game in that quarter but may reenter as of the start of the next quarter. This rule applies to overtime periods as well.
10. All sportsmanship infractions will be reported to a team's regular season league and/or governing body no later than the next business day following the violation. This notification may be made by email, phone call, or both. This notification does not take the place of the game official(s) notification.

11. The rulings of the game officials (referees) are final with respect to tournament play. There are no appeals. Tournament officials (IHM) will intervene or participate in a discussion only if asked by game officials.

12. If there is a question regarding tournament rules, the head coach may make an official complaint to Tournament officials. The complaint must be sent via email to athletics@ihm.org the same day as the subject game. The complaint must include the competing teams, the tournament game number and the names of the head coaches. Only a head coach may request a formal complaint. The complaint will be brought to the Tournament officials for discussion.

Varsity Girls & Boys

Except for changes noted above, all rules will follow the National Federation of State High School Associations.

Girls & JV Boys (note size requirement for ball)

1. The game championship games shall consist of 4 quarters, 5 minutes each.
2. During pool play, every player must play at least 8 minutes every game (non-consecutive). Every player must sit out at least 8 minutes. The scorer's table will track sit rules by starting a new quarter in the book eight minutes into each half. Coaches are responsible for monitoring this requirement. Failure to follow this rule will result in forfeit. Tournament officials will only say who played in what quarter. If a team has 6 or less players, then the substitution rule is eliminated for the game. Our hope is that teams play everyone in according to the rules.
3. For JV division 1 boys and JV Girls, full court press is allowed anytime with less than a twenty (20) point lead. Half court press is allowed for JV division 2 boys. If a team has a 20 or more point lead, they may only play defense behind the 3-point line extended, even after the ball has penetrated the imaginary line. If the lead becomes less than 20 points, the team may resume full court pressure. A violation by defensive team will result in stoppage of play and 1 warning giving the offensive team. The ball will be in bound at half court. Subsequent violations will result in the offensive team awarded the ball under the defensive team's basket.
4. The ball is to be 28.5 inches and it shall meet Federation standards, i.e. NFSHA

Tournament Format

1. The first three games for each team will be part of pool play. During pool play, there will be 16 minute halves with running clock. The clock will stop with one minute remaining in the first half and two minutes remaining in the second half. When teams reach 7 fouls in a half, the opposing team will proceed to double bonus free throws. There will be no one-and-one free throws. Teams will be given three full time outs for the game.
2. Overtime will not take place in pool play, and games can end in a tie.

3. The top two teams from each pool will advance to a championship game. Tiebreakers for pool play include (1) Win %, (2) Point differential – maxed out at 15 points per game, (3) points allowed in pool play, (4) lowest number of points in a single game, (5) most points scored in a game.

4. For Championship games, JV games will consist of 4 quarters, 5 minutes in length. Varsity games will consist of 4 quarters, 7 minutes in length. Teams will be given 3 full time outs and 2 thirty second time outs. Teams will be in the double bonus at 5 fouls per quarter. Fouls will reset each quarter.

5. During the championship round, overtime consists of a 5-minute period with running clock. The clock only stops in the last minute. Each team is awarded 1 additional full (60-second) timeout. Unused timeouts carry into the overtime except that each team can only take two time outs during the overtime period.

Complex Rules

1. Please keep the gym entrance clear. Proceed to the stage or the bleachers once paying the entrance fee.

2. No basketballs are permitted to be brought into the gym.

3. Spectators are not permitted on the court during timeouts, intermission, or between games.

4. Away team occupies the locker room to the left of the stage, and home team occupies the locker room to the right of the stage.

5. Food and beverages should be kept on the stage.

6. IHM will provide the clock operator and official bookkeeper. No spectators or coaches should be at the scorer's table.