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Club1 School Team State Championship Rules

- I. Team Requirements and Club1 Roster
 - a. Players must attend the same school, a school which feeds into the same high school, or live in the same school district that feeds into the same high school.
 - b. All members of the team including coaches must be registered online with their team from their original league registration and roster. All players must have their waiver signed with their original roster.
 - c. Rosters will be printed at time of coaches check-in. Coach should be prepared with grade card screenshot for each player showing their current school and grade level attending.
 - d. There are NO roster additions for the Club1 State Championship. All players in the Club1 State Championship should have played with that team during league play during the Club1 Regular Season of their location.
 - i. Teams in the same grade level from the same school MAY NOT be combined or players from one team added to another.
 - ii. Teams may not add players from the same school that were on a team from a different grade level from the league.
 - iii. If there are two teams from the same school in the Club1 State Championship, players may not participate on both teams even if one is eliminated.

- II. Games
 - a. IHSAA Rules with the following exceptions:
 - i. Three minute Warm-up.
 - ii. 9 minute running clock quarters. Clock will stop the last 10 sec of each quarter on all whistles. The clock will stop the last minute of the 4th quarter unless the lead is more than 20 points.
 - iii. **TIMEOUTS**-Each team will have 2 full time outs per game.
 - iv. Three minute halftime (may be shortened if agreed upon by coaches).
 - v. **OVERTIME**-Sudden Death overtime with a 2 minute running clock limit. After two minutes it will be a tie.
 - vi. **SHOOTING FOULS**-Free Throws will be shot in their entirety at all times.
 - vii. **Personal and team fouls** will be kept and the Bonus will be used according to IHSAA rules at the 5th team foul of each quarter.
 - viii. **FREE THROW DISTANCE**-Boys 3rd-4th grade and Girls 3rd-5th 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.
 - ix. **DEFENSIVE INFO**-If games involve teams in our club team divisions v. another club team then they can play whatever defense they want. The following rules apply to our 3rd-6th



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grade School team divisions and games that involve 3rd-6th grade school teams v. club teams.

- x. **DEFENSIVE INFO**-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.
- xi. **DEFENSIVE INFO**-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.
- xii. **DEFENSIVE INFO**-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.
- xiii. **PRESS INFO**-There will be no full court press in the 3rd and 4th grade league except in the last minute with less than a 10 point margin. Teams that Press, should only man to man press with no traps.
- xiv. **PRESS INFO**-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.

III. Uniforms

- a. All teams need to have reversible jerseys or 2 sets of uniforms with numbers.
- b. No player can play without his uniform. NO EXCEPTIONS

IV. Sportsmanship-Important please read this to ALL players AND parents.

- a. While the Varsity coach at each school is not required to be directly involved in the league, he is ultimately responsible for his school's teams' conduct and will help deal with issues.
- b. Not only do we expect high level of play from this event, but we also expect high level of sportsmanship as well. We are working to get our better officials from each league locations but they will miss calls and get them wrong. Prepare your players and prepare your fans to handle this.
- c. Each coach is responsible for the conduct of his or her assistant coaches, players, and parents.
- d. Any ejection of players or coaches WILL RESULT IN THE IMMEDIATE FORFEIT OF THE TEAM from the Club1 State Championship.
- e. Any ejection of parents/fans WILL RESULT IN THEIR IMMEDIATE REMOVAL FROM THE FACILITY. THEY WILL HAVE TWO MINUTES TO LEAVE THE FACILITY OR THE TEAM WILL FACE IMMEDIATE FORFEIT AND BE REMOVED from the Club1 State Championship.



Club1 school team basketball has one sole purpose; the improvement and development of your program and the players involved. This is not a league intended to display individuals or teams that do not adhere to the overall goal of the league. Players, coaches, or parents will be expected to display good sportsmanship and respect for coaches, opponents, and officials. Poor behavior will not be tolerated. Please talk with your players and parents about this.