

THE CUB CLASSIC

★ YOUTH BASKETBALL TOURNAMENT ★

Hosted by the Nevada Booster Club



ELIGIBILITY & ROSTERS

- REC/SCHOOL TEAMS ONLY. No all-star or select teams.
- Each team must have at least one adult coach in attendance.
- Players may play up a grade division, but may not play down or participate on more than one team.
- Rosters must be submitted before the team's first game and cannot be changed once tournament play begins.
- Teams must wear matching uniforms with unique player numbers.



3RD/4TH GRADE MODIFICATIONS

- Man-to-man defense only; no zone defense.
- No full-court press.
- No stealing directly from the dribbler. Passes may be intercepted.
- Free throws are taken from 12 feet.



GAME RULES

- Iowa high school basketball rules apply except where modified below.
- Games consist of two 15-minute halves with a running clock.
- During the final two minutes of the second half, normal clock-stoppage rules apply. If the lead is **20 points or more** when the final two minutes begin, the clock will continue to run for the remainder of the game.
- Halftime is 3 minutes.
- Each team receives two timeouts per game.
- The team listed at the top of the bracket is the home team.
- Two paid officials will referee each game. A tournament scorekeeper and timer will be provided, and the tournament scorebook is official.
- Full-court pressing is not permitted when a team is leading by **20 or more** points.



OVERTIME

- Tied games will play one **2-minute** overtime period with a stopped clock.
- Each team receives one timeout. Regulation timeouts do not carry over.
- If still tied after overtime, sudden death will be played. The first team to score wins.