



LIGHT UP THE COURT CLASSIC

OFFICIAL TOURNAMENT RULES

October 31, 2026 | Ankeny, Iowa | ACE Basketball Club

OFFICIAL GOVERNING RULES

1. Game Format & Clock

- Two 18-minute halves with a 2-minute halftime.
- Running clock throughout the game except as provided below.
- During the final 1:00 of the second half, the clock stops on normal dead balls when the score margin is 10 points or fewer.
- Games are scheduled in 40-minute blocks. Teams should be ready to play when the preceding game ends.
- Each team receives two 30-second timeouts per regulation game. One additional timeout is granted in overtime.

2. Overtime

- First overtime: 2 minutes.
- Second overtime, if needed: 1 minute.
- If still tied after the second overtime, the game proceeds to sudden death; the first team to score wins.

3. Fouls & Free Throws

- A player fouls out on the fifth personal foul.
- Team fouls reset at halftime.
- Beginning with the seventh team foul in a half, the opponent shoots two free throws. There is no one-and-one bonus.
- A technical foul results in two free throws plus possession for the opposing team.

4. Mercy Rule

- In the second half, when a team leads by 20 points or more, the clock remains running except for timeouts, injuries, and official timeouts.
- If the margin drops below 20, normal clock rules resume.
- If a team leads by 20 points or more with 2:00 or less remaining in the game, the game is over.

5. Division Rules

Division	Ball	Half-Court Defense	Full-Court Pressure	Free Throw Line
3rd Boys	28.5"	Man-to-man only; no trapping	M2M only, final 2:00 of 2nd half; no press at +15	Modified ~12 ft
4th Boys	28.5"	Man-to-man only; no trapping	M2M only, final 2:00 of 2nd half; no press at +15	Regulation*
5th Boys	28.5"	All legal defenses	M2M only, final 2:00 of 2nd half; no press at +15	Regulation
6th Boys	28.5"	All legal defenses	Allowed all game; no press at +20	Regulation
7th Boys	28.5"	All legal defenses	Allowed all game; no press at +20	Regulation

***4th Grade free throws:** Players may cross the free-throw line after release, but may not pursue the rebound because of that step across the line.

6. Sportsmanship & Tournament Administration

- Players, coaches, and spectators are expected to demonstrate good sportsmanship at all times.
- Teams should arrive early enough to be ready for their scheduled game and should bring appropriate uniforms/equipment.
- Player eligibility and roster questions are subject to tournament director review.
- Officials have final authority on judgment calls and rule enforcement during games.
- The tournament director has final authority on tournament administration, schedule issues, forfeits, and situations not specifically covered by these rules.

FOR HIS GLORY