

# *Hoops For Hope Rules and Regulations*

*www.hoops4hope.org*

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## **TO BE ELIGIBLE TO PLAY:**

### **REGISTRATION:**

You may not go to registration on the day of the event until **at least 3 players are present**.

Registration will identify your association by your **TEAM NAME** on the registration form.

Your entry form must be filled out in full prior to registration or an online registration has been submitted.

**THE ACCURACY OF THIS INFORMATION IS CRITICAL TO BRACKETING.**

Each player 18 year of age or older must have a fully completed and signed **Adult Waiver** form.

Each player under 18 years of age must have a fully completed **Youth Waiver** form signed by a parent or Guardian.

Each player to register must pay the proper per player registration fee.

Each player must have a team number wrist band put on by a **Hoops for Hope Volunteer**

**NO ROSTER CHANGES ARE PERMITTED AFTER YOU HAVE CHECKED IN ON THAT DAY.**

**EXCEPT FOR AN INJURY REPLACEMENT PROVIDED THE CHANGE DOESN'T ALTER YOUR BRACKET SPOT AND THE NEW PLAYER MEETS THE CRITERIA ABOVE.**

### **TO BEGIN PLAY:**

Each team must have at least three players that meet the registration criteria above.

The referee at each court will check the team number on each players wrist band against the team number

On the **Game Scoring Sheet**.

If the wristband has been altered in any way (cut, marked on, etc.) that player may be Disqualified.

The referee will also establish Red and Green teams according to the Game Scoring Sheet and direct them

To the proper bench and ensure that they are wearing the proper color pinnie.

The referee will toss a coin with the Red team calling it to determine who will get the ball to start the Game.

The winner of the toss can choose to take the ball at the beginning of the game or defer its Possession to a possible sudden death overtime period.

The first game may only be started by 3 players.

That game may be finished by 2 players.

Subsequent games may be started and finished by 2 players.

If by injury or ejection the roster is reduced to 1 player, that game and any remaining games are forfeited

Teams will be seeded according to the information provided for each individual on the entry form.

The Tournament Official will make every effort to place teams into bracket with similar players

As bracketing is based solely on available registrations differences in ability, age and size will occur Within the same bracket.

### **THE TIMING OF GAMES:**

**A TEN MINUTE FORFEIT PERIOD WILL BE ENFORCED FROM THE ESTABLISHED TIME OF THE GAME BY THE COURT SCORE TABLES ' CELL PHONE CLOCK.**

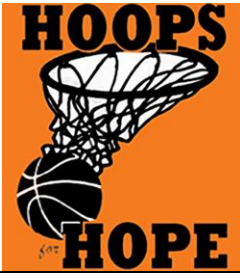
All games will be to 18 points, win by two points, or 20 minutes whichever comes first.

Championship Games will be 20 minutes no point limit.

A game won by forfeit will result in a 18-0 victory for the team present at the court.

Stalling goes against the fun principles of the game and is not permitted.

An "unofficial 30-second shot clock" is in effect at all times.



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It may be enforced by the referee or scorers table at their sole discretion.

Failure to attempt a shot (and “draw iron”) in 30 seconds will result in a team warning for the first offense

Second and any subsequent offenses will result in loss of possession.

If stalling occurs in the last minute of the game, possession changes and the clock will be stopped until the ball is put in play.

Each team is allowed two 30 second time-outs.

The 20 minute running clock does not stop unless the time out is called during the final 3 minutes of the game.

If a time out is called between 3:29 and 3:01 the clock will stop when it reaches 3:00 minutes.

The clock will also be stopped if an injury occurs during the game.

If a game is ended at 20 minutes, the team that is ahead is declared the winner.

If a 20 minute game ends in a tie, the teams will play sudden-death overtime.

The team scoring the first points is declared the winner.

Possession in overtime goes to the team that did not have possession at the beginning of the game.

## **GENERAL RULES OF PLAY:**

### **NO DUNKING IS ALLOWED AT ANY TIME DURING THE DAY IN GAME OR PRACTICE.**

Any player dunking in non-game situations will be disqualified from their team’s first game.

Any player dunking during a game will be suspended for the rest of that game.

Any player dunking for a second time will be ejected from the tournament.

This penalty stands even if it causes the team to be eliminated

Substitution is unlimited, but permitted only when the ball is not in play.

The ball will change possession after all made baskets, no “make it, take it.”

The ball will be “taken back” on **EVERY** change of possession.

Failure to take it back will result in the loss of possession and the loss of any points scored in the possession.

“Taking back” means **BOTH FEET AND THE BALL** behind the 20-foot-two-point line.

A violation occurs only when a shot is attempted prior to taking the ball behind the 20-foot arc.

If a shot is attempted prior to taking the ball back and you are fouled, the foul does not count and the ball changes possession.

The ball must be checked by an opposing player before it is put into play.

The ball must be passed to a teammate to begin play.

After all fouls (until the 7<sup>th</sup>) or when balls go out-of-bounds, the ball will be taken out above the 20-foot arch line.

**TWO-POINT SHOT:** Similar to the 3-point shot, a shot made from behind the 20-foot arc.

Both feet must be clearly behind the 2-point line for the basket to count as more than one point.

The REFEREE will have the final say if there is any question.

In the Championship Game of a double elimination bracket, if the team from the loser’s bracket beats the undefeated winner’s bracket team, there will be a 15 minute rest period.

The teams will play again on the same court for the championship.

The rest period can be reduced by agreement from both teams.

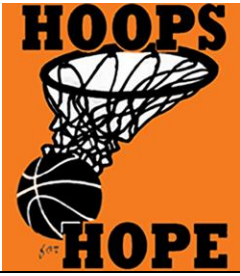
## **THE COURT**

The top, sides and bottom of the backboard are inbounds.

The metal support pieces from the base unit to the backboard and the base unit are out-of-bounds.

Touching any outside boundary line is out of play, all courts are identical.

Questions should be directed to the referee.



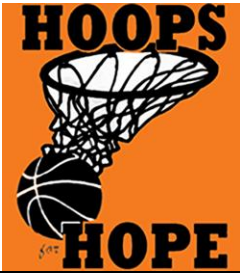
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## **THE FOULS (AND “DEBATES”)**

- If any player is less than cordial to our referees, they may be suspended for the game or the tournament. Referees or Scorekeepers are your friends. HFH does not recognize non-playing coaches as part of the team. These “coaches” can be asked to leave the event site at any time should they become rude, unruly, or act in a manner that is not in the best interest of the tournament. Players ejected will be banned from competing in further HFH tournaments.
- In any game where a referee is scheduled to officiate or the HFH staff elects to place an official, the referee will make all calls. Otherwise, the players are responsible for making their own calls.
- The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. **DO NOT PROTEST YOUR GAME TO THE MASTER SCOREBOARD. IT WILL NOT BE HEARD.** The court monitor’s referee’s or court supervisor’s decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST 3 MINUTES OF THE GAME.**
- Jump or held balls go to the defense. (Exception: On all double fouls, the ball shall remain with the offense.) **THE REFEREE WILL CALL AND RECORD ALL TEAM FOULS ON THE SCORE SHEET.** All fouls are common fouls. For the first 6 fouls, shooting or non-shooting, the ball is taken by the fouled team at “mid-court” to resume play. Beginning with the 7<sup>th</sup> team foul, the player fouled will be awarded one or two free throws (if the foul occurs outside the 20-ft. arc during the act of shooting, the player is awarded two free throws). Regardless if the player makes or misses the free throw(s), the shooting team shall retain possession.
- Additionally, after the 7<sup>th</sup> foul, if the shooting team is fouled in the act of shooting and the shot is scored, the point(s) shall count and the shooting team shall retain possession. No free throw(s) shall be attempted.
- Flagrant, Intentional, or Continuous Misconduct Fouls can and will result in the dismissal of the offending player. If the referee rules that the foul as Flagrant, Intentional, or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession. If the player fouled is not shooting or misses a shot attempt, the player shall receive one free throw and retain possession. If a player receives a technical foul, the opposing team will shoot one free throw and retain possession. Additionally, the player receiving the technical foul will be removed from the game until both teams score a combined total of four points, at which time he/she can re-enter the game. **ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, MAY BE EJECTED FROM THE TOURNAMENT. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.**



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## **MISCELLANEOUS REGULATIONS**

- UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS.  
After that contest each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions and other important information. We reserve the right to reduce the number of games, or shorten games, due to inclement weather or unforeseen circumstances.
- When a game is being officiated by a referee, all calls are final. Offensive language and excessive arguing with the referees will result in ejection from the tournament.
- A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contracting other players, the player with the abrasion may re-enter the game.
- ALL PLAYERS MUST HAVE A WRISTBAND AND PHOTO ID (AGES 17 & OVER) OR SOME FORM OF ID AVAILABLE TO VERIFY THEIR AGE DURING THE EVENT WEEKEND. FAILURE TO PRODUCE WRISTBAND AND ID UPON REQUEST COULD RESULT IN DISQUALIFICATION. We reserve the right to disqualify any player and/or team for the submission of false or wrong information.

## **HOOPS FOR HOPE RULES AND REGULATIONS**

- All teams must report to the court corresponding to their division number 5 minutes before game time. All teams should listen for announcements on the sound system and check with the Master Scoreboard for any deviations to the above.
- Games will be played first team to 11 points (straight), or 16 points or 20 minutes, whichever is first. At the end of the 20 minute time period, the team that is ahead is declared the winner. If a game reaches the time limit a tie, the teams will go into sudden-death with the first team to score is declared the winner. The team not receiving possession to start the regulation game shall receive the ball to start overtime.
- All teams must stay near their court at all times, as games will be played in rotation and will progress quickly. Teams not present at the time of official calls for the game, the absent team(s) risks forfeiture. All games will be played in alphabetical or numeric order according to the divisional bracket sheet that the court monitor or referee has received.
- HFH reserves the right to shorten games due to inclement weather, please listen for updates over the HFH sound system.