

# Hoops 4 Hope Tournament Rules

We will follow the National Federation of High School Basketball Rule Book unless stated otherwise below.

Each team will be required to provide someone to do the clock and/or book. That person will have a FREE weekend pass.

The **HOME** team will wear their **DARK** uniforms, the **AWAY** team will wear their **LIGHT** uniforms.

## Time

**3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> grade** teams will play **20 minute running time halves** with stop time for the last 2 minutes of each half.

**6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grade** teams will play **14 minute halves**.

During the **last 8 minutes of the half, if a team is up by 20 points or more**, we will go to running time for the remainder of the half, unless the lead is cut to **10 points or less**.

## Overtime

The first overtime will be **2 minutes stop time**.

The 2nd overtime (and subsequent overtimes) will be **1 minute stop time**.

## Timeouts

Each team will receive **three 60 second timeouts/game** and **one timeout per overtime**. Timeouts will not be carried over to overtime.

## Protests

**Protests will NOT be allowed.** The tournament director's decision on any tournament issue is final.

## Bonus

Teams will shoot a **bonus (one and one)** on the **7<sup>th</sup>-9<sup>th</sup> team fouls** in a half and a **double bonus (two shots) after the 9<sup>th</sup> team foul** in a half. Free throws will be played on the release. A player fouls **out on their 5<sup>th</sup> personal foul**. 3rd and 4th graders may shoot from 12 feet.

## Defense and Pressing Restrictions

Defense and pressing restrictions will vary by grade. Please note: helpside man defense is **always** allowed, it is NOT considered zone defense.

**Grades 3-4:** NO full court press allowed (except for the final minute of the 2<sup>nd</sup> half). Half court person to person ONLY.

**5<sup>th</sup> Grade:** NO full court press allowed (except for the final minute of the 2<sup>nd</sup> half). Half court person to person ONLY. No double teaming or trapping.

**Grades 6-12:** No restrictions.

**All Grades: NO PRESSING once a team leads by 20 or more points.**

### **Ejections:**

Any coach or player who is ejected must **sit out the next game**. A fan who is ejected must **leave the facility immediately and may not attend the next game**.

**Technical Fouls:** A technical foul will result in **2 points for the opposing team and possession of the ball**.

**Team:** Each player is allowed to play on only one team unless an exception is allowed by the tournament director. Players are allowed to play above their grade level, but not down.

### **Forfeit:**

A team will be considered to forfeit if they are not ready to play 5 minutes after their scheduled game time, unless the tournament director allows an exception. Teams are required to have 5 players to start a game.

### **Ball Size:**

Grades **3-4** will use the **27.5" ball**.

Grades **5-6** will use the **28.5" ball**.

Grades **7+** will use the **29.5" Ball**.

### **Tiebreakers:**

Ties will be broken in this order:

**2-way ties:** 1 Head to Head, 2 Point Differential, 3. Points Allowed, 4 Coin Flip

**3-way ties:** Point differential of the three teams involved in the tie. Forfeits will be scored as 0-15. The maximum point differential for a game will be 15 points. Point differential will be used for **all three** teams, i.e. we will not go back to head to head unless the two teams have equal point differentials.