



Hoops 4 Hope Summer Classic Rules

National Federation High School (NFHS) rules, except for the following changes/additions/clarifications:

REMINDERS:

- A. *Restricted areas will be used if marked. If not marked, WILL NOT be used - charges allowed under the basket.*
- B. *GIRLS: Under 1 min left in game (And overtime) you may advance the ball to the frontcourt and choose a side using timeout. Timeout must be immediately on change of possession (rebound, steal, basket). Cannot after pass/dribble*

GAME TIMING/ TIMEOUTS/ OVERTIME:

1. LENGTH OF GAME: 20 minute **running** clock (Grades 4-5), 14 minute halves **stop** clock (Grades 6-8)

- For grades 6-8, If the game margin is **20 points or more** with **8 minutes or less in the game**, the **clock will go to running time**. If the margin shrinks below 15, the clock will go back to stop time.

2. TIME OUT: Each team shall receive **(2) Full** and **(2) 30-Second** timeouts per game.

3. OVERTIME: First overtime will be **2 minutes stop time**. If the game is still tied, the 2nd overtime will be the **first team to score two points**. Each team will receive **(1) Additional 30 second timeout for the 1st overtime ONLY**. No additional time-outs will be granted if the game goes beyond the 1st overtime. Teams **ARE allowed to carry-over time-outs from regulation to overtime and from 1st overtime to sudden death**.

4. FORFEIT RULE: A team must have 5 players to start a game. Referees shall not rule on a forfeit without first consulting a tournament or site director.

- **If a player is NOT ON THE ROSTER, but plays in the game, the team WILL FORFEIT that game.**

5. WARM UPS: A minimum of 3 minutes will be given for pregame warm up.

- **NO GAMES** will start **more than 15 minutes early**.
- **Halftime** will be **4 minutes**. The site director may reduce halftime if the court is running behind schedule.

FOULS / FREE THROWS

6. FOULS: A player fouls out at **5 fouls**. **1&1** free throws awarded on the **7th team foul** of the half and **(2) free throws** awarded on and after **10 team fouls**.

7. FREE THROW REBOUNDING: On the **release** players may enter the lane. Shooters and other players behind the 3 point line may enter the lane as the **ball touches rim**.

8. TECHNICAL FOULS: Any technical foul given to the head coach or assistant coach shall result in the head coach losing their coaching box privileges for the remainder of that game (seatbelt rule).

- **Since we are using volunteers as score-keepers, an error in the official book WILL NOT result in a technical foul.**

9. 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**.

OTHER ADMINISTRATIVE RULES & INFORMATION

10. HOME team is listed TOP/FIRST on Tournament Depot (online) and will wear **DARK** jerseys.





AWAY team is listed BOTTOM/SECOND on Tournament Depot (online) and will wear **LIGHT** jerseys.

11. TABLE: EACH TEAM WILL PROVIDE A VOLUNTEER TO BE AT THE TABLE.

- **HOME** WILL DO THE **SCOREBOARD**, **VISITOR** WILL DO THE **SCORESHEET**.
- **Volunteer will get in FREE for the weekend.**

12. BASKETBALLS: **Home team to provide an indoor game of basketball.** Must be Spaulding, Wilson and Baden wide seam basketball. If the Home team does not have one available, the Away team can provide.

13. TIE BREAKER: Ties will be broken in this order:

- **2-WAY TIES:** **1. Head to Head, 2. Point Differential, 3. Point 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.**

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

15. All rosters need to be in Tournament Depot.

Please contact tournament director with all questions:
Demondi Johnson: (651) 419-1493 (**Text Message preferred**)

