



Hoops 4 Hope Summer Classic Rules

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

REMINDERS:

- A. Restricted area will be used if marked. If not marked, WILL NOT be used - charges allowed under the basket.
- B. All games will be **28.5 Ball**
- C. 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 / Overtimes:

1. **Length of game:** 20 minute **RUNNING** halves (4-7th grade). 14min Stop time (8th grade).
 - Clock will **ONLY STOP** last **2 MINUTES** of the **2ND HALF**
 - For the 8th grade division, If the game margin is **20 points or more** with **8 minutes or less in the game**, clock will go to running time. If the margin shrinks below 20, the clock will go back to stop time.
2. **Time outs:** 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 **4 players** to start a game. Referees shall not rule on a forfeit without first consulting a tournament or site director.
5. **Warm up:** A minimum of 3 minutes will be given for pregame warm up. Games may start early with mutual consent by both head coaches and both officials. **No games will start more than 15 mins early**.
6. **Halftime:** **Halftime will be 3 minutes**. The site director may reduce halftime if the court is running behind schedule.

Fouls / Free Throws

7. **Fouls:** A player fouls out at **5 fouls**. **1 and 1** free throws awarded on the **7th team foul** of the half and **(2) free throws** awarded on and after **10 team fouls**.
8. **Free Throw Rebounding:** On the release, ALL players may enter the lane.
 - **Shooters may cross the line** on the release of the shot.
9. 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).
10. Since we are using volunteers as score-keepers, an error in the official book WILL NOT result in a technical foul.

Other Administrative Rules & Information

11. **HOME** team is listed **TOP/FIRST** on Tournament Depot (online) and will wear **DARK** jerseys.
12. **AWAY** team is listed **BOTTOM/SECOND** on Tournament Depot (online) and will wear **LIGHT** jerseys.
13. **TABLE – EACH TEAM WILL PROVIDE A VOLUNTEER TO BE AT THE TABLE. HOME WILL DO THE SCOREBOARD, VISITOR WILL DO THE SCORESHEET.**





PRESSING:

Grades 4/5th:

- ***FULL COURT PRESSING, TRAPS, and ZONES ARE ALLOWED!***

GRADES 6-8:

- **NO FULL COURT PRESSING** for any teams **up 20pts or more.**
- **May begin full court pressing** once lead is back **UNDER 20.**

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.**

TIEBREAKER: 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.

Tournament Director: Demondi Johnson **(651) 419-1493** (Text Message preferred)

