



RULES OF PLAY

1. Scoring

Games will be played to:

Division

	Points (Regular Play) by 2s & 3s	Rain Modified (w/ 3pt Line) by 2s & 3s	Rain Modified (no 3pt Line) by 1s
8 & Under	12	10	6
10 & Under	15	12	6
11 & Under	15	12	6
12 & Under	20	16	7
13 & Under	20	16	7
14 & Under	20	16	7
16 & Under	20	16	7
18 & Under	20	16	7
Women's Competitive	20	16	7
Women's All-Star	20	16	7
50 & Over	20	16	7
Open Really Rec	25	21	8
Open Recreational	25	21	8
Open Competitive	25	21	8
Open All-Star	25	21	8
40 & Over	25	21	8

* NOTE: GAMES ARE PLAYED STRAIGHT TO THE DIVISION POINT TOTAL (15, 20, or 25), NOT WIN BY TWO.

Points will be awarded:

- 1 point for a made free throw,
- 2 points for a made basket, and
- 3 points for made baskets behind the 19 ft. 3 point line (both feet must be behind the line).

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

A coin toss will determine possession. Whoever wins the coin toss gets the ball first. If the game goes into overtime, there will be another coin toss and the winner gets the ball first.

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

Jump balls alternate possession. The team getting first possession of the ball will forfeit possession of the ball to the other team on the first jump ball (in overtime period, too). Alternating possessions will follow.

Double fouls result in possession for the offense on **all** occasions.

Ball will be taken back on **all changes of possession**. Failure to take it back will result in loss of possessions and any points resulting from that possession. Taking back means **both** feet behind the 20 ft. line.

The defensive player must check the ball before it is put into play. The ball must be passed to a teammate to begin play. If a player does not pass the ball first, stop the game and give one warning. Second offense will result in turnover.



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After all fouls (until the 7th) or when the ball goes out of bounds, the ball will be taken out at mid-court.

Referee and Division Head shall have the last say if there are any questions.

2. Time

Before games, both teams may warm up for up to **2** minutes. Teams will have **5** minutes from the conclusion of the previous game to have 3 teammates on the court ready to play or the team forfeits.

Games are played straight to the divisional point total and NOT win by two.

If a game goes excessively long (over 20 min.), the referee has the right to reduce the game point total. Semifinal Stalling will result in loss of possession. An “understood 30 second clock” will be in effect at all times. Failure to attempt a shot in 30 seconds, **after being advised by the referee**, will result in loss of possession.

The 5 second rule is in effect. Ex. Stalling on inbounds situations, not passing while guarded.

3. The Court

The top, sides, and bottom of the backboard are inbounds. The metal support pieces and base unit are out of bounds.

Stepping on the baseline, sidelines, and mid-court is out of bounds.

8U Divisions will play on a modified court. Free throw line will be 10 feet and the hoop is 8.5 feet.

4. Fouls

Treat referees with respect. Being less than cordial to refs, scorekeepers, opponents, and/or tournament officials will result in being suspended for the game or the tournament. Non-playing coaches are not recognized as part of a team and can be asked to leave the event site if they become rude or unruly.

Team captains can ask the referee/division head to explain any rule. If there is any dispute between teams and referees, the division head will make the final, irrevocable ruling. **Once play resumes after a disagreement, the problem is considered a dead issue.**

After free throws are awarded, possession will change (except in cases listed under **Fouls #5** below)

Team foul limits:

Less than 7 team fouls - absolutely no free throws. Offense retains possession on defensive fouls, defensive gains possession on offensive fouls.

7 – 9 team fouls - 1 and 1 free throws on **all non shooting fouls** (offensive and defensive).

On shooting fouls...

if shot is missed:

2 free throws if foul occurs on shot attempted on or inside 20 ft. line.

3 free throws if foul occurs on shot attempted outside the 20 ft. line.

If shot is made:

1 free throw will be awarded to the fouled player and the basket will count.

10+ fouls - 2 free throws on **all non shooting fouls** (offensive and defensive).



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On shooting fouls **if shot is missed**:

2 free throws if foul occurs on a shot attempted on or inside the 20 ft. line.

3 free throws if foul occurs on a shot attempted outside the 20 ft. line.

If shot is made:

1 free throw will be awarded to the fouled player and the basket will count.

5 individual fouls will result in suspension of that player for the remainder of the game.

Flagrant foul – two shots and the ball.

Technical – 2 shots and the ball. The Opposing team chooses a player to shoot.

If a player receives 2 technicals, they are out of the present game and the next.

If a player receives three technicals in the tourney, the player is ejected from the tournament.

Technical fouls are given for taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may be suspended from play or for the rest of the tournament (this includes a coach, fan or parent).

A player that aggressively comes into contact or assaults a referee/scorekeeper/division head shall be ejected from the remainder of the game and/or tournament.

A referee or division head may assess a technical foul for stalling.

5. Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may only have 3 players on the court at a time. All games must start with 3 players but may finish the game with less players.

6. Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in HoopsFest. HoopsFest or Joshua House is not responsible for determining a particular athlete's eligibility under NCAA or applicable high school rules.



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7. Bracket Types

Teams will be divided into tournament brackets according to its players' ages or immediate upcoming school grades, heights, playing experience, and competition level, in accordance with the information given. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

8. Basket Height

Baskets will be 8 1/2 feet high for 8U divisions. Baskets will be at 10 feet for all other divisions.

9. Basketball Size

8U is 27.5

10U, 11U Girls, 12U Girls, 13U Girls, 14U Girls, High School Girls and Women's divisions will use a 28.5 size ball.

All other divisions will use a full size ball, 29.5 (11U boys and up).

10. Stealing the Ball

Players in all categories may steal the ball when it is being passed. 8U has a "No-Steal" rule that is in effect when dribbling or holding the ball.

11. Game Play

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

- Check Ball

- The ball must be 'checked' by an opposing player before it is put into play. The ball must then be **passed** to begin play.
- 8U & 10U must allow initial pass if passed outside the 3pt line.
- No pressure of the player passing the ball in play.

- Change of Possession

- The ball will change possession after scored baskets and all free throw attempts with the exception of a technical, intentional or flagrant foul.

- Taking it Back

- The ball will be 'taken back' on each change of possession, regardless of whether or not a shot was attempted. Failure to 'take it back' results in loss of possession and any points just scored. There will be one warning. 'Taking it back' means bringing your whole body and the ball behind the 3pt arc.

- Ball Out of Bounds

- A ball will be taken out from the back court line near the top of the key.

- Boundaries

- The basket structure, padding, and structural supports will be played as out of bounds. The actual backboard, including its face, top, bottom and sides are considered in play. If the ball goes over the backboard it is out of play.

- Jump Ball

- In a jump ball situation, the ball will first go to the team that lost the opening coin toss and then alternate thereafter.

- Dunking

- Dunking is not allowed at any time, including warm-ups. Dunking will be considered unsportsmanlike conduct and will result in a technical foul. If you want to dunk, enter the dunk contest.



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- *Substitutions*
 - Substitutions may only be made during a time-out or dead ball situation.
- *Time-Out*
 - Each team is allowed two, one minute time-outs per game. The game clock will stop running during the time-out.
- *Player Injury*
 - The referee court monitor or division head has the discretion to suspend play for the protection of the injured player.
- *Game Times*
 - Each division will have a master bracket with information of which court they will play on and anticipated times.
- *Coaches*
 - There can only be one designated coach per team. Only the coach can discuss game issues with the referee or court monitor. All other adults will need to refrain from game dialog unless requested.

12. Miscellaneous

Each team is advised to check the Master Brackets at their Divisional Courts for game times, courts, etc.

We reserve the right to reduce the number of games due to inclement weather or unforeseen circumstances.

Excessive arguing with referees or court monitors may result in ejection from the tournament.

A player must leave the game when their abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game. This is up to the determination of the referee.

The Fine Print

Designated tournament officials shall have the power to make decisions on any points specifically not covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. HoopsFest officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

Use of illegal players

The players listed on the team entry form as accepted by HoopsFest are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by the start of the tournament. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Release and Waiver Form. Any team using a player not properly registered will be disqualified from the tournament.

False Information

Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.