

HOOPS FOR HOPE

Rules and Regulations

1. WHO CAN PLAY ...anyone above the age of 8 at any skill level including adults, seniors as well as exceptional players. All youth and middle school teams will need a designated adult to serve as a coach. All other teams will need a designated captain. Changes in players must be approved by Hoops for Hope and can result in a change in the Division you have been accepted in..
2. NUMBER OF PLAYERS... each team will consist of a maximum of 4 players and a minimum of 3 players. Only 3 players on the court at any given time.
3. GAMES...games are 25 minutes long or till a team reaches 20 points. Each team is guaranteed three. Games will be monitored by volunteers or paid referees depending on the division.
4. AUTHORIZED EQUIPMENT AND APPAREL...No player shall be allowed to wear a guard, cast, brace or other potentially dangerous equipment. Soft braces, sleeves and wraps will be permitted. In addition, jewelry and hair clips will not be allowed. It is highly recommended that each player on the team wears the same color shirt for both days. Hoops for Hope retains the right to disallow any equipment or apparel that it judges to be unsafe or inappropriate.
5. ELIGIBILITY ISSUES...Hoops for Hope is not responsible for determining whether or not a player is eligible to compete under National Collegiate Athletic Association or applicable high school association rules.
6. BRACKET DIVISIONS...divisions consist of similar age and skilled players. Tournament officials reserve the right to verify a player's entry data. False information will be grounds for dismissal from the tournament.
7. BASKET HEIGHT...Baskets will be at 8 feet for the youth division and 10 feet for all other divisions.
8. BASKETBALL SIZE...The size 6 Basketball will be used for the youth division and all women divisions and the size 7 Basketball will be used for all male divisions from High School on up.
9. SPORTSMANSHIP...good sportsmanship and cooperation is both anticipated and expected. Fighting, taunting, intimidating, foul language and/or verbal attacks will result in penalties against the team, removal of that player from the tournament and/or ejection of the team from the tournament. The same holds true for all fans in attendance as this is a family community event. Decisions made by tournament officials are final and not subject to review by video, other recordings or other sources.

10. DIVERSITY STATEMENT...Hoops for Hope will provide an atmosphere that is diverse and inclusive and will not tolerate discrimination of any kind.
11. START OF GAME...a coin toss prior to each game will determine which team gets the ball out of bounds first.
12. STEALING...Players in all divisions may steal the ball.
13. STALLING...Stalling is prohibited and considered an unsportsmanlike act and will result in a technical foul against the offending team. Officials will use their best judgment when making a call in regards to stalling. Holding the ball, faking an injury, spilling a drink on the court or any other act that holds up play can be considered stalling.
14. SCORE KEEPING...3-2-1 all baskets made from inside the two-point arc count for two points and all baskets made from outside the two-point arc will count for three points. The first team to twenty points is the winner or the team with the higher score at the end of 25 minutes of play is the winner. There is no winning margin of two points or greater to reach. If both teams are tied at the end of 25 minutes of play they will go to overtime and the first team to score a total of two points wins.
15. CHECKED BALL...the ball must be "checked" by an opposing player before it is put into play. The check-in must occur behind the dashed take back line and not the out of bounds or end line. As always, the ball must be passed to begin play.
16. CHANGE OF POSSESSION...the ball will change possession after scored baskets and all free-throw attempts.
17. TAKING IT BACK...the ball will be taken back when on an attempted shot the ball hits the rim and the opposing team rebounds. Failure to take it back will result in loss of possession and any points that were just scored.
18. BALL OUT OF BOUNDS...a ball out of bounds will be taken out from behind the take back line.
19. BOUNDARIES...the basket structure, padding and structural supports will be played as out of bounds. The actual backboard shall be considered in bounds.
20. JUMP BALL...in a jump ball situation, the ball will first go to the team who lost the coin toss, with alternating possessions thereafter.
21. DUNKING...dunking is not allowed at any time including warm ups. Dunking will be considered unsportsmanlike and will result in a technical foul.
22. SUBSTITUTIONS...substitutions will only be made during a time-out or a dead ball situation.
23. TIME-OUT...each team is allowed a single one minute time-out per game. The clock will stop running during the time-out.
24. INJURIES...a court monitor has the discretion to suspend play for the protection of the injured player. If a player is bleeding or has an open wound that player will be directed to leave the game and properly bandage the wound. If it is believed

that a player lost consciousness during a game or is believed to be severely injured tournament officials may require a written medical note from a doctor giving clearance for the injured player to continue to participate in the tournament.

25. GAME TIMES...each team is required to check their bracket for official times, courts and revisions in play. Teams must be ready to play at their given start time. Any teams later than five minutes to the start of their scheduled game will need to forfeit that game.
26. WEATHER...schedule/time changes may occur due to inclement weather. The tournament will do its best to allow for each team to play three full games. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.
27. FOULS...court monitors and/or referees will be calling fouls. All called shooting fouls will result in one free throw shot unless the basket was made during the foul, no free throw is awarded, basket counts and possession goes to the other team. During a free throw, opposing team players may not intentionally disrupt the shooter. A change of possession will result regardless of whether the free throw shot is made or missed.
 - a. TECHNICAL FOULS will be called for unsportsmanlike acts. A technical foul results in one point awarded for the offended team and possession of the ball.
 - b. INTENTIONAL FOULS will be called when the act is not a legitimate attempt to directly play the ball. An intentional foul results in one point for the offended team and possession of the ball.
 - c. FLAGRANT FOULS will be called for aggressive or unacceptable conduct. A flagrant foul will result in one point for the offended team and possession of the ball.
 - d. CROWD CONTROL FOULS will be called on any fan or parent who negatively addresses a court monitor or tournament official. A crowd control foul will result in one point for the offended team and possession of the ball.
 - e. ONLY team captains or team coaches may address court monitors or tournament officials.
 - f. The referee or court monitor will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified from the game being played.
 - g. When a team reaches 6 fouls during the course of the game the opposing team is awarded a point for each foul after 6.

- h. Any player who receives two technical, intentional or flagrant fouls or any combination of said fouls during the course of the tournament must sit out the remainder of the tournament.