

Hoops for Hope Rules Sheet

BACKGROUND RULES

- Saturday games for youth require players to call their own fouls and violations such as traveling. Our philosophy is “have fun and play like you do on the playgrounds!” The games will be overseen by the court supervisor and marshall. Saturday Adult games and all Sunday Youth games will be officiated by referees. All scorekeeper, marshal and referee decisions are final. Conflicts will be referred to Hoops for Hope Executive Committee members for resolution. All supervisor and referees are volunteers, and should be treated with respect at all times.
- Each youth team (8th grade and younger) must have a parent representative at the court at all times.
- Inappropriate language or behavior will not be tolerated. Players will be given one warning. Repeat occurrences will result in the player being asked to leave for the remainder of the tournament. Please help keep this event fun for all participants.
- Players must be listed on a roster and must have a completed a registration form and waiver prior to participation in the tournament.
- Players may only appear on 1 roster. Players attempting to play on more than 1 roster will be disqualified from play on both teams.
- Teams are limited to no more than TWO varsity H.S. basketball players.

GENERAL TOURNAMENT RULES

- Home team will wear white side of their tournament jersey.
- Each team is required to have a game ball available for play.
- No dunking is allowed at any time, including warm-ups.
- Jewelry, casts and hats are not permitted at any time during play.
- Teams must have a minimum of 2 players available to start a game promptly at the start time. Failure to provide at least 2 players will result in a forfeit.

GAME RULES

- A coin flip will determine the first team to start an offensive possession.
- 20 minute games, running clock.
 - Team leading at the end of 20 minutes will be declared the winner;
 - Buzzer warning with 2 minutes to play;
 - No time outs
 - In the event of injury, the court supervisor/referee will determine if additional game time will be awarded based on the time and game situation.
 - Games will be stopped immediately if a player is bleeding. The player will not be permitted to return until the bleeding has stopped, and the injury is protected.
 - Tie-breaker: free throw contest (1 representative each team will shoot 1 ft. knockout style). If still tied, 2 new players will shoot. Continue until a winner is decided.

(continued)

GAME RULES - continued

- No 3 pointers – all baskets count as two points.
- All jump balls will awarded to the defensive team.
- 3 second violation in the lane will be loosely enforced (referee will warn players to keep moving before calling a violation).
- Possession starts when a team advances the ball back and “clears” the top of the key, with possession of the basketball (pass or dribble). Clearing the top of the key means that both feet of the player and the ball must clear the line at the top of the key to start the possession.
- Balls leaving the court of play result in the ball being checked at the top of the key by the team with possession. Defensive possession must clear the top of the key to start a new offensive possession.
- Teams will be required to “check” the ball after a basket, foul or when ball goes out of play.
 - Checking the ball requires the defensive team to hand the ball to the offensive team before a new possession starts. Offensive team must pass the ball in to start play within 5 seconds of receiving the ball. Intentional stalling on the part of either team will result in a technical foul and 2 points and the ball being awarded to the opponent.
 - Ball is checked at the top of the key.
 - If defensive team gets ball due to steal or rebound, it must clear the top of the key but is not required to stop and check the ball. Thus, the defensive player who clears the ball is now on offense and he/she may now dribble, pass or shoot without checking the ball.

FOULS

- Saturday: call your own fouls & violations
 - Defensive foul -- restart offensive possession with check at top of key;
 - Offensive foul -- change of possession with check at top of key;
 - Disputes resolved by court scorekeeper or marshal.
- Sunday: referee calls all fouls & violations
 - No foul shots;
 - Shooting foul -- 2 points awarded;
 - Non-shooting foul -- restart offensive possession with check at top of key;
 - Offensive fouls -- change of possession with check at top of key.
 - Scorekeeper tracks total of each team’s fouls and advises ref. when team hits foul limit of 7. Beginning with 7th foul, and pertaining to all consecutive fouls, an offensive team who is fouled will receive 2 points. If a defensive team is fouled, the foul will be recorded and they will receive the ball, but they will not be awarded any points.
- No personal foul limits will be recorded. Players receiving excessive fouls will be warned, and at the referee/court supervisor’s discretion, may be asked to leave the game.