

HOOPS for Heartly House



Tournament Rules

OFFICIALS AND DUTIES

1. One (1) or two (2) Monitors on court as determined by court supervisors.
2. Disputes or questions on interpretation are settled by the court supervisors.

PLAYERS AND SUBSTITUTIONS

1. Each team must have four (4) players on their roster and be registered as a team by the predetermined entry deadline. Once a player has registered on-site, no substitution can be made for that player.
2. A roster consists of four (4) players.
3. Player substitution is permitted during any dead ball situation. Players must “check-in” with the Monitor to enter the game. In case of obvious injury, injured player must sit out at least until the next dead ball.

SCORING

1. A field goal is worth 1 point.
2. A successful goal from beyond the 3-point line is worth 2 points. The player shooting must have both feet completely behind the arc when initiating the attempt.
3. The following scoring rules apply:
 - A) Games will last 24 minutes (2-12 minutes halves – 2-minute half time)
 - B) No stalling is allowed. Stalling will be called at the discretion of the Court Monitor. Stalling will result in loss of poss.
4. The first team to score 15 points will be the winner.
5. If neither team scores 15 points at the end of regulation time, the team leading at the end of the game will be declared the winner.
6. If the game is tied and no team has reached the required number of points to

win the game, there will be a FREE THROW shoot out.

LIVE BALL/ DEAD BALL/ POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will be called by the Monitor and will go to the defense. (No alternating possession)
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play.
6. All fouls and violations will be played out-of-bounds at the top of the court.
7. A ball out-of-bounds will be taken out at the top of the court.
8. The ball must be “taken back” to the marked line on the court on every change of possession. “Taking back,” means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not “taken back” and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly “taking it back” the foul will be disregarded and

no points will be awarded. Possession is given to the defense.

9. Any infraction of these regulations will result in loss of possession of the ball.

FOULS, FREE THROWS ETC.

1. Shooting fouls will be handled in the following manner:

A) When the basket is made – whether the ensuing free throw is made or missed, possession goes to the defensive team.

B) When the basket is missed – if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

Note: One (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

2. Non – shooting fouls – on or after the 7th team foul – will be handled in the following manner:

A) If the free throw is made, possession goes to the defensive team.

B) If the free throw is missed, the offensive team retains possession.

C) Player will foul out of the game on his or her 5th personal foul.

TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. DEFINITION: The Monitor may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:

- A Contact Foul intended to hurt an opponent, fan or Monitor
- Vulgar or verbally abusive behavior

- Other misconduct deemed inappropriate by the Monitor (e.g. intentionally kicking the ball, etc....) or
- A contact foul designed to neutralize an opponent's obvious advantageous position.

2. PENALTY: Two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each,

- The Team Captain may designate the player to shoot.
- The Offended Team will retain possession of the ball whether the shots are made or missed.

Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.

3. Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the player(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.

4. A Technical Foul will be counted as a Personal Foul and Team Foul.

5. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Monitor or other Tournament Official.

FIVE SECOND RULE:

A player shall not remain for five (5) seconds in that part of his/her free-throw lane between the end line and the farther edge of the free throw line while the ball is in control of his/her team.

Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves to try for goal. The count shall

not begin or it shall be terminated during an interrupted dribble.

THE DOUBLE FOUL RULE :

Double Foul – In the case of a Double Foul, because no advantage is gained the offensive team will retain possession.

PRE-GAME AND SCHEDULING

1. All games may start and be completed with any number of players (3,2, 1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason. The final point of reference for scheduling procedures shall be the Bracket Area, not verbal information provided by a Monitor or Tournament Official. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time. Information given by a Monitor or Tournament Official is not final.
5. SPECIAL NOTE: It is suggested that you be at your court 15 minutes before the scheduled game time and stay there until your game is played.
6. No dunking allowed – warm ups or games. Any participant registered to play in the HOOPS for Heartly House tournament observed dunking on any basket at any time may be dismissed from the tournament and will be assessed a technical foul. Entry fee will not be refunded.

SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game.
2. If play is stopped by a teammate or Monitor to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

MISCELLANEOUS

1. Women’s divisions will use the intermediate size basketball.
2. The Team Captain is always the team spokesperson, not a coach, parent, spectator, or one of the other players.
3. Monitors or Officials may require players to remove jewelry or other equipment, which, in his/her opinion, is dangerous to other players, including hats and bandannas. No casts are allowed.