

Hoopin' for Hope 2018 Tournament Rules

Number of Players

Each team may consist of a maximum of 4 players with a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

Age Eligibility: To be eligible to play in a division, a player must be within the age range of the division as of the first day of the tournament.

Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. The game official retains the right to disallow any equipment or apparel that it judges to be dangerous.

Basketball Size: A full size ball (men) will be used for all games.

Basket Height: All baskets will be the standard 10 feet high.

Point System

All normal 2 point shots will be worth 1 point. All normal 3 point shots will be worth 2 points.

Game Times

Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5 minute grace period before a forfeit is enforced. A forfeit will be scored 20-0.

Length of Game

If a score of 20 is achieved within 25 minutes. The 25 minute clock is stopped during team time-outs and if the court official stops play for a player injury or other unusual circumstances. If neither team has reached a score of 20 points, the court official shall stop the game after 25 minutes of play.

In all situations, the court official shall determine if a team is intentionally stalling to run the clock out. Making no attempt to score or advance toward the goal for 10 or more seconds would be an example of intentionally stalling.

If a score of 20 is not achieved within 25 minutes then:

- a) The team with the lead is declared the winner

- a. If the score is tied, the overtime rule will be activated. In overtime, the first team to score will be declared the winner. A coin toss will determine who gets the ball out of bounds first in overtime.

Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball out-of-bounds first. Jump balls will always go to the team on defense.

3v3 Basketball Tournament Rules

Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner.

Time-Out

Each team is allowed a single one minute time-out per game. The clock will stop running during a time-out.

Substitutions

Substitutions may only be made during a time-out or a “dead ball” situation.

Player Injury

A court official has the discretion to suspend play for the protection of an 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. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game.

Checked Ball

The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the “take-back” line. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.

Change of Possession

The ball will change possession after scored baskets. There will be no “make it, take it” rule.

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. “Taking it back” means bringing your whole body and the ball behind the dashed “take-back” line, not the sidelines or 2 point arc.

Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the back-court line.

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, shall be considered in-bounds.

Jump Ball

In a jump ball situation, the ball will first go to the team who is on defense.

Fouls

All called fouls, whether shooting or non-shooting, shall result in one point for the team in possession of the ball, except on a successful field goal, in which case only the basket counts. A player will foul out of the game if he/she receives 3 fouls.

The following fouls will result in additional sanctions:

Technical Fouls

A technical foul will be called for unsportsmanlike acts such as 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 also be suspended from play.

A player who aggressively comes into contact with or assaults a court official, scorekeeper, or other tournament official shall be automatically ejected from the game and for the remainder of the tournament. The court official may also assess a technical foul if the official determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent’s obvious advantageous position. It is a foul which, based on the official’s observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the official’s observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a technical foul.

Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.

Sportsmanship Policy

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated parent, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court official. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories. Acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament.

TieBreakers

In the case of a tie to determine championship round standings, it will be broken as follows:

- 1) Head-To-Head
- 2) Most Wins
- 3) Least Points Allowed
- 4) Coin Toss.

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

Participant Waiver Forms: All participants must have a signed waiver on file prior to playing in any game.