

# 2018 Hoops in the Highlands Rules and Regulations

**ALL DECISIONS MADE BY HOOPS IN THE HIGHLANDS STAFF WILL BE CONSIDERED FINAL!**

**Reminders: There are no timeouts and OT will be a sudden death free throw battle for Pool Play. All games will last 15 minutes for all grades or until the point total is reached, if that comes first.**

## A. CODE OF CONDUCT

All coaches or their parent designees have electronically signed the Code of Conduct during registration.

The code of conduct is:

“As coach, I understand that I should at all times set a good example of respect and support for the court monitors/referees as well as encourage good sportsmanship. **I further agree to avoid criticism of court monitors/referees and their calls or lack of calls during contests by my players, their spectators, their parents or myself. The first offense of this policy by myself, spectators, parents or players will result in one point being taken away from the team I coach. A second offense will result in the forfeit of the game. No criticism of game officials or their calls will be tolerated during the game.** After the game is over, please feel free to share your criticism of court monitors/referees to the Hoops in the Highlands chairmen.”

## B. GENERAL INFORMATION

1. All teams will play 3 games.
2. Teams must register to play in the grade of the player that is in the highest grade. (For example if three 4<sup>th</sup> graders play with one 5<sup>th</sup> grader, then the team must play in the 5<sup>th</sup> grade division).
3. **There may be no more than 4 players per team.**  
Games may be started and completed with only two players, but not with just one player.  
We will only provide 4 t-shirts per team, and winning teams will receive 4 medals.
4. Teams will first play in “pools”. Those teams that do the best in their pools will then move into bracket play.
5. We don’t know when teams will play prior to the completion of registration. The tournament runs from 8 am to approximately 6 pm, based upon the number of registered teams. Your team could play at any time.

## C. THE PLAY

1. Each team must have at least three players on their roster. Games may be started and completed with only two players, but not with just one player.
2. Teams will be placed in Divisions according to their current grade level. A team may choose to play in an older Division. Teams with members in different grade levels will compete in the Division of the oldest member of the team.
3. Substitution is unlimited, but permitted only when the ball is not in play.
4. To begin the game, a coin toss will determine the right to possession. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime (bracket play) or to shoot free throws (pool play).
5. The ball will change possession after all made baskets, no “make it, take it.”
6. The ball will be “taken back” on EVERY change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. (“Taking back” means BOTH feet and ball behind the 20-foot two-point line.) A violation occurs only when a shot is attempted prior to taking the ball behind the 20-foot arc.
7. After made baskets, violations, fouls or out-of-bounds, the ball will be taken out at “mid-court”. Mid-court is defined as the line between the 20-foot arc and inside the out of bounds line.
8. The ball must be checked by an opposing player before it is put into play.
9. The ball must be passed to a teammate to begin play. **Updated Rule:** Offense can make the first pass outside of the 20-foot arc to begin play and the defense cannot go outside of the 20-foot arc until the ball is in play.
10. Jump or held balls go to the defense.
10. ONE-POINT SHOT: Any basket made within the 20-foot arc will count as one point. Free throws will count as one-point.
11. TWO-POINT SHOT: Similar to the 3-point shot, a shot made from behind the 20-foot arc will count as two points. Both of the shooter’s feet must be clearly and completely behind the 2-point line for the basket to count as more than one point. The REFEREE/MONITOR or Tournament Official will have the final say if there is any question.
12. Each team is responsible for furnishing a game ball. Suggested ball sizes are: Junior sized basketballs (27.5) for kindergarten through 3<sup>rd</sup> grade boys and girls games. Intermediate sized basketballs (28.5) for 4<sup>th</sup> and 5<sup>th</sup> grade boys and girls games. Official sized basketballs (29.5) for the 6<sup>th</sup> grade and above games.
13. Winners of each grade level bracket will receive medals.

## D. THE TIME

1. A FIVE MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.
2. Game length will be based on points or time limit, whichever comes first, as follows:
  - K - 3<sup>rd</sup> grade 10 points or 15 minutes
  - 4<sup>th</sup> - 6<sup>th</sup> grade / 7<sup>th</sup> and 8<sup>th</sup> grade girls 12 points or 15 minutes
  - 7<sup>th</sup> and 8<sup>th</sup> grade boys 15 points or 15 minutes
3. Stalling goes against the fun principles of the game. An “unwritten 30-second shot clock” is in effect at all times, and may be enforced by the court monitor/referee at their sole discretion. Failure to attempt a shot (and “draw iron”) in 30 seconds, after being advised by the

monitor/referee, will result in loss of possession.

4. No timeouts will occur during the game.

5. The only reason the clock will stop during a game is because of an injury.

6. Resolving Tie Games.

If a game is ended at the time limit, the team that is ahead is declared the winner.

#### Poolplay:

Sudden death free throw contest: The team that lost the coin toss (did not start with the ball) will get to shoot first. If they miss, then the other team will shoot, which will continue with the teams swapping free throw tries until someone makes one. It is the coach's discretion about the order the boys will shoot, however all boys on a team must shoot once before a boy could shoot a second time, if it were to go that long.

#### Bracket play:

If a game reaches this time limit in a tie, the teams will play a 2-minute sudden-death overtime with the team scoring first declared the winner. If the 2-minute overtime period expires without a score, the tie will be broken by the first team to make a free throw (see rules for Pool play). The last team to make a basket will shoot first.

### **E. THE COURT**

1. The top, sides, and bottom of the backboard and the baseboard are inbounds. Any metal support pieces from the top base unit to the backboard are out-of-bounds.

2. Out of bounds boundaries are clearly marked and will be reviewed by the court monitor before the games.

3. K thru 2<sup>nd</sup> grade boys and girls and 3<sup>rd</sup> grade girls teams will play on 8 ½ -foot baskets. All other Divisions will play on 10-foot baskets.

### **F. THE FOULS (AND “DEBATES”)**

1. Parents or coaches may ask questions of the Court Monitor/Referee during the game if they are asked in a respectful way. **Criticism or rudeness by a coach, parent or spectator will result in the loss of one point from their team with the first offense. A second offense will result in the forfeit of the game. No criticism of game officials or their calls will be tolerated during the game.**

Note: We strive for the best officiating and welcome your feedback after the game is over. Please contact the Hoops in the Highlands chairman with your comments. .

2. If any player is less than cordial to our referees, they may be suspended for the game or the tournament.

3. Hoops in the Highlands does not recognize non-playing coaches as part of the team. These “coaches” or any spectators can be asked to leave the event site at any time should they become rude, unruly, or act in a manner that is not in the best interest of the tournament.

4. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. The court monitor's decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST 3 MINUTES OF THE GAME.**

5. **THE SCORE KEEPER WILL CALL AND RECORD ALL TEAM FOULS ON THE SCORESHEET.** For the first six (6) fouls, shooting or non-shooting, the ball is taken by the fouled team at “mid-court” to resume play. Beginning with the seventh (7) team foul, the player fouled will be awarded one (1) or two (2) free throws (If the foul occurs outside the 20-ft. arc during the act of shooting, the player is awarded two (2) free throws). Regardless if the player makes or misses the free throw(s), the shooting team shall retain possession.

6. Additionally, after the 7th foul, if the shooting team is fouled in the act of shooting and the shot is scored, the point(s) shall count and the shooting team shall retain possession. No free throw(s) shall be attempted.

7. Flagrant, Intentional, or Continuous Misconduct Fouls will result in the dismissal of the offending player.

8. If a player receives a technical foul, the opposing team will shoot one free throw and retain possession. Additionally, the player receiving the technical foul will be removed from the game until both teams score a combined total of four (4) points, at which time he/she can re-enter the game.

**ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, WILL BE EJECTED FROM THE TOURNAMENT. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.**

### **G. TIES IN GROUP STANDINGS**

Ties in group standings will be decided by, in order:

1) Team point differential across all group games (total # of points scored for minus total # points allowed)

2) Coin toss.

### **H. Theft or loss**

Hoops in the Highlands and Highland Oaks Church of Christ is not responsible for theft or loss at the event.