



## 2022 Hoops in the Highlands Rules

### A. CODE OF CONDUCT

To register and participate in Hoops in the Highlands, all coaches or parent designees must electronically sign the following Code of Conduct on their own behalf and the team they represent:

**“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.”**

### B. GENERAL

1. Teams will play at least three games.
2. Teams must register to play in the grade level of the highest grade level of any member of the team. For example, if three 4<sup>th</sup> graders play with one 5<sup>th</sup> grader, the team must play in the 5<sup>th</sup> grade division. Teams may elect to “play up” in an older Division.
3. Teams must consist of three to four players.
4. Games may begin, and be completed, with, at minimum, two players
5. Teams will play in three pool-play games. Winners of each pool, and possibly second-place teams, shall proceed to the bracket tournament after their pool-play games.
6. Games will take place from approximately 5:00 p.m. to 9:00 p.m. on Friday, March 25, 2022, and 8:00 a.m. to 6:00 p.m. on Saturday, March 26, 2022. Individual scheduling conflicts and requests will not be accommodated. The schedule will be posted on the Hoops in the Highlands website and an App after registration and late registration are complete.

### C. GAME PLAY

1. Each team must have, at least three, players and, at most, four players on their roster. Games may be started and completed with, at minimum, two players.
2. Substitution is unlimited, but permitted only when the ball is not in play.
3. To begin a 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 in bracket play or to shoot free throws in pool play.
4. The ball will change possession after all made baskets. There is no “make-it; take-it.”
5. The ball must be “taken back” on EVERY change of possession, including steals. Failure to

take the ball back will result in the loss of possession and the loss of any points resulting from that possession. Taking the ball back, means BOTH feet and ball behind the designated and marked two-point line. A violation occurs only if a shot is attempted before taking the ball behind the two-point line.

6. After made baskets, violations, fouls, or out-of-bounds calls, the ball must be taken out at "mid-court," which shall be a designated line beyond the marked two-point line.
7. The ball must be checked (i.e., passed to and received from an opposing player) before it is put into play.
8. The ball must be passed to a teammate to begin play. Offense can make the first pass outside of the two-point line to begin play, and the defense cannot go outside of the two-point line until after the ball is in play.
9. Jump or tie balls result in possession to the defense.
10. One-point Shot: Any basket made within the two-point line will count as one point. Free throws will count as one-point.
11. Two-point shot: Similar to the three-point shot in real basketball, a shot made from behind the two-point line will count as two points. Referees, monitors, or Tournament Officials decide all questions concerning one or two-point shots.
12. Each team is responsible for furnishing a game ball. Suggested ball sizes are: Junior-sized basketballs (27.5) for K-2<sup>nd</sup> grade; Intermediate-sized basketballs (28.5) for 3<sup>rd</sup>-6<sup>th</sup> grade boys and 3<sup>rd</sup>-8<sup>th</sup> grade girls. Official sized basketballs (29.5) for 6<sup>th</sup>-8<sup>th</sup> grade boys.

#### D. TIME

1. A forfeit shall be declared if a team fails to appear for a given game five minutes after the referee or monitor begins the game time.
2. Game length will be based on points or time limit, whichever comes first, as follows:
  - i. K-3<sup>rd</sup>: 10 points or 15 minutes;
  - ii. 4<sup>th</sup>-6<sup>th</sup> and 7<sup>th</sup>-8<sup>th</sup> girls: 12 points or 15 minutes;
  - iii. 7<sup>th</sup>-8<sup>th</sup> boys: 15 points or 15 minutes
3. Stalling goes against the spirit of the tournament. Accordingly, referees and monitors are authorized to enforce a 30-second shot clock at their sole discretion. Failure to attempt a shot that hits the rim within 30 seconds, after being advised by the monitor/referee, will result in loss of possession.
4. No timeouts unless a player is injured.
5. Resolving Tie Games.
  - i. If a game is ended at the time limit, the team that is ahead is declared the winner.
  - ii. Pool Play = Free-throw Competition: In pool play, ties are resolved through a free-throw competition. The team that lost the coin toss (i.e., did not start with the ball) shoots first. If they miss, the opposing team shoots, which will continue with the teams swapping free throw tries until someone makes one. The game is decided when a player makes a free-throw and the opposing team misses in a given round. It is the coach's discretion about shooting order; however, everyone on a team must shoot once before someone may shoot a second time.
  - iii. Bracket Play = Sudden Death: In bracket play, ties are resolved through a two-minute sudden-death overtime period. The team that scores first is the winner. If the two-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).

#### **E. COURT/GOALS**

1. The top, sides, and bottom of the backboard are in bounds. Any metal support pieces connected to the goal are out-of-bounds.
2. Out of bounds boundary lines will be clearly marked.
3. K-2<sup>nd</sup> and 3<sup>rd</sup> grade girls will play on 8½-9-foot goals.

#### **F. FOULS (AND “DEBATES”)**

1. Disrespectful criticism or rudeness by a coach, parent, or spectator will result in the loss of one point from their team on the first offense. A second offense will result in a forfeit of the game.
2. Hoops in the Highlands does not recognize non-playing coaches as part of the team. Event security will ask unabiding spectators 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. Should they refuse, their team will be forfeited from the tournament.
3. 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 that 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. There are no appeals of decisions made during game play. The clock shall run during any explanation or intervention by tournament staff, except during the last two minutes of the game.
4. The designated score-keeper will record team fouls on the official score sheet. For the first six fouls, shooting—or non-shooting—the ball is taken by the fouled team at “mid-court” to resume play. Beginning on seventh team foul (whether in the act of shooting or not), the player fouled will be awarded at least one free throw. If the foul occurs outside the two-point line during the act of shooting, the player is awarded two free throws. Regardless of whether the player makes or misses the free throw(s), the shooting team shall retain possession after the free throw.
5. Additionally, after the 7th team 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. However, no free throw(s) shall be attempted in this circumstance.
6. Flagrant, intentional, or continuous bad-faith fouls will result in the dismissal of the offending player.
7. 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 that game.
8. Any player, parent, or spectator involved in fighting, including punching or kicking, will be immediately ejected from the tournament. Players receiving two technical during the tournament will be ejected from the tournament.

#### **G. BRACKET PLAY**

1. Ties in group standings will be decided by, in the following order:
  - i. Winner of the head-to-head matchup between the tied teams.
  - ii. Total point differential during pool play (total points scored less total points allowed).
  - iii. Coin toss.