HOOPFEST BASKETBALL RULES AND REGULATIONS

Game Rules

All National Federation of State High School Associations (NFHS) apply except:

Time

Two 16-18 minute halves – varies by age/division ***(time may be adjusted by director if needed)***

Running Clock for first 16 minutes of each half – Clock Stops last 2 minutes of each half

Mercy Rule

If a team is up by 25 or more points then the clock will continue to run except during time-outs (clock will stop again on all whistles once the score is back under 20). We highly recommend that the team that is winning not press until the score is back under 15 points.

Time-Outs

Each team is given (4) thirty second time-outs per game for regulation. Players are permitted to sit on the bench during time-outs. These time-outs do NOT carry over to overtime. Each time is awarded (1) thirty second time-out for each over time period.

Overtime

Overtime is two minutes long. If the team is tied after the first overtime then a second overtime will be played which is two minutes long. If a 3rd overtime is needed, we will use a "Sudden Death" format which means the first team to score one point will win the game.

Game Ball Size

3rd – 5th grade / 9U-12U boys: 28.5 intermediate size basketball

Game Ball Size may be adjusted if agreed by both head coaches

6th – 11th/12th grade / 12U-16U boys: official men's size basketball (29.5)

3rd – 11th/12th girls: official women's size basketball (28.5)

Fouls

All players get 5 fouls per game.

Half time and Pre Game allotted time

Half time: 2-3 minutes (but tournament director holds the right to shorten if needed)

Pre-Game: 2-3 minutes (but tournament director holds the right to shorten if needed)

Each team should be stretched and ready to go as soon as the previous game is finished

Scorebook

The "home" team will provide someone to keep the official scorebook. We also recommend that the "away" team scorebook keeper sit beside the home team scorebook keeper to communicate and be proactive on any disputes. Carolina Hoopfest will provide someone to keep the scoreboard/clock. If for some reason no one is available to keep the scoreboard then the away team will provide a responsible person for this.

Jersey numbers

We will allow all numbers to be worn on jerseys. There are no illegal numbers.

Grace Period

Teams must be ready to play at game time. If a team is not present at game time a 5-10 min grace period will be given. If a team is not ready to play or shown up within that 5-10 min. grace period the team present will be awarded a 15-0* forfeit win. Director has the right to extend the grace period if he/she feels that it is necessary.