



## Hoops Classic 2019 Tournament Rules

\*Game Rules - CIF rules will apply unless otherwise noted below.

### Ball Size

3/4<sup>th</sup> Boys and Girls - 27.5

5/6<sup>th</sup> Boys and Girls - 28.5

7/8<sup>th</sup> Girls - 28.5

7/8<sup>th</sup> Boys - 29.5

1. There will be four (4) quarters of 10 minutes.
2. A running clock will be used at all times except for the last 30 seconds of the 1<sup>st</sup> half and last 2 minutes of the 2<sup>nd</sup> half if the score differential is 10 points or less.
3. Any overtime periods will be 2 minutes, stop clock. 3<sup>rd</sup> overtime will be sudden death unless championship game.
4. **Every player must play a CONSECUTIVE 10 MINUTE QUARTER in the FIRST HALF to fulfill playing time requirements.** If a team has more than 10 players than everyone must have played by the end of the 3<sup>rd</sup> quarter instead. Free substitutions are allowed for the players who have met the condition. You will keep track of this on your scoresheet. If a challenge to a team is made and the tournament director can prove that the minimum playtime requirement was not met, then the violating team will forfeit the game.
5. There are free substitutions allowed during dead balls once the players being subbed have met rule #4 (clock will not stop, review rule #2)
6. Every player must play in each game. (see rule #4 above)
7. Any defense is allowed throughout the game. For 3<sup>rd</sup> and 4<sup>th</sup> grade no defense until the ball crosses the attack line (volleyball line) in the 1<sup>st</sup> half only. Note not all gyms have a volleyball line, if that is the case attack line will be specified by the referees prior to the start of the game.
8. Each team is allowed 2 time outs per half. No carryovers. 1 time out per team per OT period.
9. There will be a mercy rule if a team leads in the 4th quarter by 20 points or more. At that time, the team leading must play defense within the attack line. The team can go back to play any defense if their lead is down to 15 points.
10. One and one bonus free throws will be shot on the 10th team foul of each half. There will be no double bonus.
11. Technical fouls will result in an automatic one game suspension and any ejection will result in a suspension for the remainder of the tournament.

### RECAP of Rules:

1. Every player must play each game
2. Every player must play a consecutive 10 minute quarter in the first half.
3. One and one bonus free throws shot on 10<sup>th</sup> team foul, no double bonus.
4. Two timeouts per half, no carryovers. One timeout per team per overtime period.
5. Running clock used at all times except last 30 sec of 1<sup>st</sup> half and 2 minutes of the 2<sup>nd</sup> half if score differential is 10 points or less.