

2024 HOOPS IN THE HIGHLANDS RULES

I. General

1. Hoops in the Highlands is for the kids and to raise funds for our Lake Highlands schools. Parents and spectators should model behavior that they want the kids to follow.
2. Although we are fortunate to be able to use the LHHS gyms, Hoops is intended to resemble fast-paced, playground-style basketball. Referees are there to call the games appropriately and keep them moving efficiently.
3. **Each team must provide a parent volunteer to serve as scorekeeper or timekeeper for each game. Coaches may serve as scorekeepers or timekeepers if no parent is available. If a team does not have a volunteer for a game, the team's coach must request a member of the Hoops Staff to volunteer at the registration table before the game begins.**
4. Disrespectful criticism or rudeness by coaches, players, and spectators will not be tolerated. Failure to follow this rule may result in forfeiture of a particular game and/or ejection from the tournament.
5. Each team may only have **one** coach. At all times during game play, coaches must stand behind the mid-court line near the scorekeeper and timekeeper. Spectators may only watch and cheer on their teams from designated spectator areas.
6. Teams will play at least three games. Teams will play in at least two pool-play games. Each team will advance to the bracket tournament after their pool-play games. The bracket-play tournament is single elimination.
7. Teams must register to play in the grade level of the highest grade of any member of their team. For example, if three 4th graders play on a team with one 5th grader, the team must play in the 5th grade division. Teams may elect to play up.
8. Teams must consist of, at minimum, three players. Games may begin and be completed with, at minimum, two players.
9. Games will take place from approximately 5:00 p.m. to 9:00 p.m. on March 22, 2024, and 8:00 a.m. to 6:00 p.m. on March 23, 2024. Individual scheduling conflicts and requests will not be accommodated. The schedule will be posted at hoopsinthehighlands.com and the Tourney Machine App after registration is complete. You will receive a link to download the Tourney Machine App after registration is complete.
10. Scoring, wins, and losses are determined by the designated scorekeeper. Physical scoreboards will be used during game play. Coaches are encouraged to monitor game scores and address any issues in the moment in a professional manner. Referees will not keep score and will not decide disputes about scores.

11. In the event there is a tie in pool-play standings, seeding for bracket play will be determined in the following order:
 - a. Winner of the head-to-head pool-play matchup between the tied teams;
 - b. Pool-play point differential (i.e., total points scored less total points allowed);
 - c. Coin toss.

II. GAME PLAY

1. **Substitution.** Substitution is unlimited but permitted only when the ball is not in play.
2. **First Possession.** To begin a game, the referee will determine the right to first possession by a coin flip or one round of paper-rock-scissors.
3. **Change of Possessions.**
 - a. The ball changes possession after all made baskets. There is no “make-it/take-it.”
 - b. ***Live-ball Changes of Possession.*** The ball must be taken back behind the two-point line on every live-ball change of possession (e.g., defensive rebounds and steals).
 - i. Failure to take the ball back on a live-ball change of possession will result in a loss of possession and loss of any points resulting from that possession.
 - ii. Taking the ball back on a live-ball change of possession means both feet and the ball behind the designated two-point line. A violation of this rule occurs only if a player attempts a shot before taking the ball back.
 - c. ***Dead-ball Changes of Possession.*** After made baskets, fouls, violations (out-of-bounds, travelling, double-dribble, etc.), and other dead-ball situations (jump-ball, toddler wandering onto the court!, etc.), the following must occur before the offense can begin play on a possession:
 - i. An offensive player must take the ball beyond the mid-court line, which is a designated line beyond the marked two-point line;
 - ii. The offense must “check” the ball to the defense (i.e., pass to and receive from the defense); and
 - iii. The offense must pass to ball to a teammate.
 - iv. **Example of Violation of this Rule:** After checking the ball to the defense, a violation would occur if the offensive player immediately dribbled the ball, without first passing to a teammate, to the hoop to attempt a shot.

- v. Girls Grades K-5 & Boys Grades K-4: The offense can make a free pass outside of the two-point line to begin play, and the defense cannot go outside the two-point line to play defense until the ball is in play. After the ball is in play, the defense can defend the entire court, including beyond the two-point line.
 - vi. Girls Grades 6-8 & Boys Grades 5-8: The defense can defend the entire court, including beyond the two-point line; and the offense must still make a pass to a teammate to begin play.
- d. *Jump or Tie Balls*. If the referee calls a jump or tie-ball, the defense always gains possession of the ball.
4. **Scoring.**
- a. *One-point Shot*: Any basket made inside the two-point line counts as one point. Free throws count as one point.
 - b. *Two-point Shot*: Similar to a three-point shot in real basketball, a shot made from behind the two-point line counts as two points. Referees decide all questions on whether a shot counts as one or two-points.
5. **Game Ball.** Teams are responsible for furnishing a game ball. Recommended ball sizes are as follows:
- a. Girls K-3 and Boys K-2: Junior-size ball (27.5);
 - b. Girls 4-8 and Boys 3-6: Intermediate-size ball (28.5);
 - c. Boys 7-8: Official-size ball (29.5).
6. **Game Times.** Game times will be posted on the Tourney Machine App, Hoops website, and at the registration table.
- a. The timekeeper starts the clock on the referee's whistle to begin play.
 - b. A forfeit occurs if a team with at least two players fails to appear for a given game five minutes after the referee begins the game.
 - c. Games are 15 minutes unless a team reaches 15 points before time runs out.
 - d. The clock does not stop during the game for any reason, with the exception that referees and Hoops Staff have the discretion to stop a game for a serious injury.
 - e. Stalling goes against the spirit of the tournament. Accordingly, referees and Hoops Staff are authorized to enforce a 30-second shot clock at their sole discretion if they determine a team with a lead is stalling to run out the clock on

the game. If a shot clock is enforced, failure to attempt a shot that hits the rim within 30 seconds of a possession will result in loss of possession.

7. **Time-outs.** There are no time-outs.

8. **Determining the Winner.** Wins are decided as follows:

- a. The first team to score 15 points; or
- b. The team that has the higher score at the end of the 15-minute game clock.

9. **Tie Games.**

- a. *Pool Play:* Ties are resolved by a free-throw competition. The team that did not get the ball on the first possession, may elect to shoot first or second. The teams alternate shooting free-throws until a player makes a free-throw and the opposing team misses their free throw in a given round. Teams may determine their shooting order, however, everyone on a team must shoot once before a player may shoot a second time.
- b. *Bracket Play.* Ties are resolved through a 2-minute sudden-death overtime period. The team that scores first is the winner. The team that did not get the ball on the first possession, receives the ball first in overtime. If the overtime period ends in a tie, the game will be decided pursuant to the pool-play overtime rules.

10. **Courts/Goals.**

- a. The top, sides, and bottom of the backboard are in bounds. Any metal support pieces connected to the goal are out-of-bounds.
- b. K-2nd grade teams will play on approximately 8 to 8 ½ foot goals.
- c. Out of bounds lines will be marked by existing court lines or tape.

11. **Fouls.**

- a. The designated scorekeeper must record all team fouls on the official score sheet.
- b. *Team Fouls 1-6:* For the first six team fouls—whether the foul is a shooting foul or a non-shooting foul—the offense retains possession and checks the ball up at “mid-court” to resume play.
- c. *Team Fouls 7+:* Beginning on the seventh team foul—whether the foul is a shooting foul or a non-shooting foul—the offensive player will shoot one live free throw.
- d. *“And-1” Rule.*

- i. If an offensive player is fouled and makes the shot **before** the opposing team has surpassed six team fouls, the basket counts and the offense retains possession of the ball.
 - ii. If an offensive player is fouled and makes the shot **after** the opposing team has surpassed six team fouls, the basket counts and the offensive player who made the shot will attempt one live free throw.
- e. *Free-throw Attempts:* On all non-technical free-throws, the non-shooting members of both teams will line up in normal alternating spots outside the lane during the free-throw attempt, and the ball is live and in play after it hits the rim. If the offense gets the rebound, they may immediately attempt to score. If the defense gets the rebound, they must take the ball back as with any other live-ball change of possession.
- f. Players cannot foul out.
- g. Flagrant or intentional fouls may result in the ejection of the offending player from the game or tournament. If a player receives a technical foul, the opposing team will shoot one free-throw and retain possession of the ball whether the attempt is made or missed.