



Winter Wonder Jam



HCV Booster Club 3 on 3 Tournament Sunday, February 10th

OFFICIAL RULES

1. The official will call all fouls and violations.
2. At least one official assigned per court.
3. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.
4. A coin flip by the official before the start of the game will determine who gets the ball out of bounds first. The ball will go to the opposite team at the beginning of the second half.
5. The official may eject any player, team, coach or fan for flagrant, unsportsmanlike conduct.

TIME LIMIT/SCORING

1. A field goal is worth 1 point. There is not a designated 3-point line so an extra point will not be awarded for a 3-point shot.
2. All games will have a 20-minute time limit. This will consist of 2 10-minute halves. The official time will be displayed on the scoreboard. There will be a 2-minute break at half time.
3. The team reaching 20 points or leading at the end of 20 minutes will be declared the winner.
4. If the game is tied after 20 minutes of play and no team has reached the required number of points to win the game, the official will flip a coin to determine team possession. There will be a two minute overtime. If the score is still tied after the two minute overtime, each team will have the opportunity to shoot 3 free throws using any player(s). If the score is still tied, the official will flip a coin to determine the winning team.

FOULS AND FREE THROWS

1. SHOOTING FOULS will be handled in the following manner:
 - A. When the basket is made: count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - B. When the basket is missed: if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

Note: One (1) free throw will be awarded to the fouled player.

2. NON-SHOOTING FOULS: on and after the **7th team foul per game**, non-shooting fouls will be handled in the following manner:
 - A. If the free throw is made, possession goes to the defensive team.
 - B. If the free throw is missed, the offensive team retains possession.
3. All free throws are dead balls.
4. Third and Fourth Graders need to start behind the line but can jump over. Fifth and Sixth graders cannot jump over the line.

SUBSTITUTIONS, TIME-OUTS, JUMP BALLS

1. Player substitution is permitted during any dead ball situation.
2. **THERE WILL BE NO TIME-OUTS.** There will be a 2-minute break at half time of each game.
3. Jump balls will be called by the official and will go to the defense.

MISCELLANEOUS

1. Defense is man to man. No zone defense.
2. The top, bottom and sides of the backboard are in play; however, the back of the backboard and supports are not.
3. The ball must be “taken back” to the top of the key on every change of possession, which means both feet must be behind the top of the key mark (floor will be marked with tape).
An out-of-bounds will be taken out at the top of the key.
4. There are no “free” take backs to the top of the key.
5. An opposing player must check the ball before it is put into play after a whistle or made basket. All passes during the “check the ball” process must be good passes. Slapping the ball back to the offense, etc. will not be tolerated. You are **NOT** required to pass the ball before shooting, after checking the ball. Players on defense must make a clean pass back to the offense.
6. In the event of a game ending foul, the free throw shot will be allowed.
7. Basket height will be at ten feet for all divisions.
8. A 28.5 inch ball will be used for all divisions.
9. Game ball will be provided. Please bring your own basketball for warming up. **NOTE: No dribbling in halls or on the side of the court while games are in play. Balls should be put away unless teams are warming up.**
10. Please report to assigned court 10 minutes before scheduled start time.
11. Team members can only play on one team.
12. Bracketing will be determined by the following:
 - Win-Loss Record
 - Head to Head
 - Point Differential