

Blair Basketball Club Tournament Rules

Hoopstock 2018

Admission:

- Adults - Daily - \$6
- Students – Daily - \$4
- Kids Under 4 - Free

Tournament Rules:

- All games will be two 20 minute halves with a running clock.
- Clock stops on only on dead balls during the last minute of each half.
- All Grades and levels will play with an Intermediate 28.5" Basketball with the exception of 8th Grade Boys. They will play with men's 29.5" ball
- 3rd Grade will play on a 9' rim.
- All other grade Levels will play on a 10' rim.
- Home Team Provides Game Ball; Home Team Wears White/Light Jersey (Home team is listed first on the tournament schedule)

Coaches:

- A maximum of 3 non-players are allowed on each teams' bench. Only Head Coaches are allowed to stand and only Head Coaches are allowed to speak to the officials.

Full Court Pressing:

- No full court pressing at the 3rd grade level.
- All other grade teams, full court pressing is allowed at all levels to a 15 point lead.

Time Outs:

- Each team will receive 3 – Full Time-Outs that do not carry over to OT.
- Each team gets one 30 second timeout in each OT period.

Overtime:

- The first OT will be two minutes, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of overtime.
- If the game remains tied after the first overtime, the 2nd overtime will be sudden death 2-minute overtime, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of sudden death overtime. NO TIMEOUTS - The first team to score wins.
- If the score remains tied after 2 overtimes, each team will pick a free throw shooter to shoot a free throw. If one player makes their free throw and the other does not, then that team that made it wins. If both miss or make, then the teams must choose 2 different players to shoot. The team cannot choose the same player to shoot until all players on the team have shot. This continues until a team wins.

Standings / Tie Breakers:

- Game scores, game schedules and standings will be posted on Tourney Machine.
- Round Robin Tie-Breakers:
 - 1) Record
 - 2) Head to Head
 - 3) Point Differential (15 point maximum)
 - 4) Total Points Scored

Foul Shots:

- On 7th team foul - 1 and 1
- On 10th team foul - 2 shots
- FREE THROWS – All divisions will shoot from the 15 foot regulation free throw line; Foot must be behind the line at the shot release, but there will be NO VIOLATION CALLED if foot lands over the line on 3rd Grade.

Technical Fouls:

- Two technical fouls on the bench (coach) - ejection from game.
- Two technical fouls on player - ejection from current and following game.
- One coach ejection - elimination of coach from the rest of the tournament.

Officials Designated Area:

- We set aside officials areas in the center or corner of each court. This area is for officials and officials only. Coaches may not address the officials while they are in these areas before, at halftime or after games.
- In high school and college games, officials retreat to their locker rooms at halftime and after games and coaches are not allowed to enter into those areas - the same philosophy applies here...although it's not a locker room, it is their area, and they should not be approached.

Court Use:

- Only players and coaches from the current game are allowed on the floor during the game
- NO SHOOTING will be allowed during breaks in game action by anyone other than the players that are assigned to that court at that time.