

Hoop Dreams Nation: Colorado Tournament Rules & Regulations

3 vs. 3 Series: Bringing back the drive-way, pick up game!

1. DIVISIONS, ROSTERS, ELIGIBILITY

- a. All divisions are GRADE BASED, determined from the start of one school year, through the summer until the next school year begins. HDN reserves the right to combine divisions, or make exceptions when necessary and beneficial to all teams. Our first priority is providing maximum court time and best competition level for ALL athletes.
- b. Players may play on only 1 team per DIVISION. Only players with sealed bands are allowed to play.
- c. Rosters must have a minimum of 4 players, and can have a maximum of 6 players. All games must start with a minimum of 3 players and may be completed with any number of players (3, 2, 1).
- d. All players MUST show proof of GRADE at the start of each tournament. *Proof of grade can be anything (school ID/Report Card) that includes player name, grade, school year, & photo.* MAYB reserves the right to make exceptions in unusual situations (skipping grades, school in a foreign country, etc.). **Any player who participates illegally (not listed on the roster, not wearing a band, not in appropriate grade, unable to prove current grade, etc.), will result in a forfeit for the team for the games the ineligible player played.**
- e. All teams must check in prior to their first game as a team. Players will receive matching team bands which they are required to wear for the duration of the tournament. Removing a band will make a player ineligible. Only those with bands will be allowed to play.

2. TIME LIMITS & SCORING

- a. Warm-up will be 5 minutes, but may be shortened if games are running behind. Both teams will warm-up at the same time. Only those teams scheduled to play are allowed to occupy the court at the scheduled time. Teams must be at their court at the scheduled time, regardless of if games are running behind. Game time is forfeit time.
- b. All games will have a 25 minute time limit. Time only stops during timeouts or injuries.
- c. **OVERTIME:** If the score is tied after 25 minutes, and neither team has reached the point limit (win by 2) or straight up point limit, then it becomes sudden-death. The team who played defense at the time of expiration will shoot to determine who has first possession. If they make the free throw, they have first possession. If they miss the free throw, the other team has first possession. First team to score wins the game.
- d. Intentionally wasting time to shorten the game can be punished by a technical foul. This does not mean a team cannot use a delay offense at anytime they choose.
- e. A successful field goal within the 3 point line is worth 1 point. A successful goal from outside of the 3-point line is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
- f. A field goal from one of the "Curryland" boxes is worth 4 points. A player must have at least 1 foot touching the box.
- g. Games end when any of the following occurs:
 - 7th grade & younger: A team reaches 20 points (win by 2) or, a team reaches 25 points first, straight up
 - 8th grade & older: A team reaches 25 points (win by 2) or, a team reaches 30 points first, straight up
 - The 25 minute time limit is reached; The team leading at the end of 25 minutes is the winner
- h. **Tiebreaker procedure is as follows.** 1st criteria is head-to-head competition. If a 3 way tie exists & there is no head to head winner, the total point spread will be calculated using the game scores for ONLY the teams involved in the tiebreaker, up to 10 points max. If a tie still remains, then the total defensive points allowed for ONLY the teams involved in the tie will determine the seeding.

3. LIVE BALL, DEAD BALL, & POSSESSION

- a. The team listed first on the score sheet (home team) will shoot for first possession.
- b. The ball will change possession after each scored basket (i.e. no make it take it)
- c. Jump balls will be called by the officials and will go to the defense (no alternating possession).
- d. The ball must be checked from the top by an opposing player before it is put into play, and then it is live.
- e. All non-shooting fouls, violations, and out-of-bounds will be played from the top of the court, with a check-in.
- f. The ball must be "taken back" to the 3 point line on every change of possession. "Taking back" means both feet and the ball behind the 3 point line. Violation occurs only if a basket is made by the team failing to properly "take it back" and will result in loss of points scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back" the foul will be honored; however, no points will be awarded. Violation results in loss of possession.
- g. Air balls are live balls, which can be scored by either the offense or defense without taking it back.

- h. NO ZONE DEFENSES ALLOWED & DEFENSIVE 3 SECONDS. Defensive "3 seconds," just like offensive "3 seconds" will be observed. Additionally, zone defenses are NOT allowed, defined by guarding an area, as opposed to a player. The penalty for defensive "3 seconds" and zone defenses will be one free throw shot, and the offensive team will retain possession regardless of a make or miss.

4. TIME OUTS & SUBSTITUTIONS

- a. Each team is allowed one (1) one minute time-out per game.
b. Player substitution is permitted during any dead ball situation.

5. FOULS & FREE THROWS

- a. Shooting fouls
- On a shooting foul, the basket will count if it is made, and one free throw will be awarded, regardless if the basket is made or not. Whether the ensuing free throw is made or missed, possession always goes to the defensive team. There is no rebounding on free throws.
 - If the basket is missed, a free throw will be shot. Whether the ensuing free throw is made or missed, possession always goes to the defensive team.
 - Players fouled while shooting a 1 point shot will receive 1 free throw attempt, while players fouled shooting a 2 point attempt, will receive 2 free throw attempts. Free throw option is in effect.
 - If a player is fouled shooting a Curryland shot, they have the option to shoot four free throws, two 2-point shots, or 1 Curryland shot. The maximum amount of points possibly earned shooting from Curryland is 4 points.
- b. Non-shooting fouls: On and after the 7th team foul, free throws will be handled in the following manner:
- One free throw will be awarded for every foul on and after 7 team fouls. No double bonus.
 - Regardless if the free throw is made or missed, possession always goes to the defensive team.
 - If a foul is committed as time expires, a free throw will be awarded to the fouled player.
 - All free throws are dead balls.
 - No free throws will be shot on an offensive foul.
- c. Free Throw Option
- In any free throw situation (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line for 1 point, or from behind the 2 point line for 2 points. Players cannot choose to shoot from Curryland on free throw situations. In either case, the player shooting must have both feet completely behind the line when initiating the shot, (for 2 point shots, players can land in front of the 2 point line, but must have both feet behind the line when initiating the shot). Regardless of which option (1 or 2 points) is chosen, and regardless of if the attempt is successful, possession goes to the defensive team. (Exception: Possession after Technical Fouls which always go to the offensive team).
- d. Technical Fouls
- The Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s), coach, or parent associated with a team.
 - A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each, OR two (2) shots from behind the 4 point line for 4 points each. The Team Captain may designate the player to shoot. The Offended Team will retain possession of the ball whether the shots are made or missed. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her team's next game.
 - Refer to HDN's Code of Conduct & Accountability Process regarding technicals.

6. MISCELLANEOUS

- a. All girl's divisions and 6th grade and under divisions will use the intermediate (28.5") size basketball.
b. The Team Captain, listed first on the roster, is always the team spokesperson, not a coach, parent, spectator, or one of the other players. We ask that all coaches and parents play the role of a "spectator only".
c. Jewelry (earrings, rings, watches, etc...), hats, bandanas, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.
d. Inappropriate behavior will not be tolerated. A referee or director may remove players, coaches, or spectators from the game or tournament for inappropriate behavior. Any fighting or threats of violence will result in TOURNAMENT ejections for players, coaches and fans. Players, coaches, and spectators who are ejected from a game for non-violent offenses will be required to sit out the next game of the tournament, or the following tournament, depending on timing, as well. *Parents who are ejected from a game are required to take their child with them.*