

# Hoop Dreams Nation

## Colorado Springs Tournament Rules & Regulations

1. All divisions are GRADE BASED. Hoop Dreams Nation (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.
2. CHSAA Regulation High School Activities Association rules, including bench decorum will be followed with the following exceptions:
  - a. **20 minute running clock except for the last 2 minutes of EACH half, unless one team is ahead by 15 points or more in the second half ONLY.** In addition, the clock will stop on all technical fouls. Clock does not restart until it would in a normal dead ball situation.
  - b. **Teams are not allowed to press over half court with a 20 point or more lead. The first violation will be a warning, if it continues a technical foul may be assessed to the bench if the officials deem it intentional.**
  - c. 1<sup>st</sup>-6<sup>th</sup> grade boys will use a 28.5" ball. Boys 6<sup>th</sup> Exception: Unless both 6<sup>th</sup> grade teams want to use the 29.5" ball.
  - d. 5-minute half time and 5 minute pre-game warm-up.
  - e. Game time is forfeit time.
  - f. The home team will be the first team listed (or the top team on the bracket) and will wear the lighter color jersey. Jerseys only need a number on the back and there are no number restrictions.
  - g. **4 full timeouts per game which can be used at any point in the game. One additional timeout will be granted for each overtime period (timeouts remaining from regulation carry over).**
3. No locker rooms, balls, or trainers will be provided by the schools.
4. Players may play on only 1 team within a division. Players eligibility will be checked by a current report card or student ID, if requested. Players may play "up" in an older age group.
5. **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.**
6. Accountability Process for Coaches, Players, and Spectators: The following is tracked annually and technicals/ejections will start over every September.
  - a. *1st Technical: Warning & Reminder of Code of Conduct Expectations*
  - b. *2nd Technical/1st Ejection: Suspended for rest of current game, & 1 additional full game*
  - c. *3rd Technical: Warning & Reminder of Code of Conduct Expectations*
  - d. *4th Technical/2nd Ejection: Suspended for rest of current tournament & 1 additional full tournament*
  - e. *5th Technical: Suspended for rest of current tournament & 1 additional, full tournament*
  - f. *6th Technical/3rd Ejection/Fighting: Suspended for a minimum of 1 year*
7. Referee may stop clock within reason. 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.
8. Each tournament site will have a supervisor. Please direct all questions, comments, or concerns to this individual.
9. Tiebreaker procedure is as follows: 1st criteria is head-to-head competition. If a 3 way tie exists, the total point spread will be calculated using the game scores for ONLY the teams involved in the tiebreaker, up to 15 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.
10. **Overtimes will be 2 minutes in length with regular stop clock operation. 1 additional time-out for each overtime. Sudden death may only be used if games are running behind, at the discretion of the Tournament Director or Site Supervisor.**
11. The roster on your scoresheet for the first game of each tournament is your roster for the weekend. Make sure to include on this list any player who for any reason is not playing the first game, but intends to play following games. Any player who participates illegally (not listed on the roster, 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. All coaches should have copies of proof of grade for all players (school ID/Report Card) that includes player name, grade, school year, & photo. HDN reserves the right to make exceptions in unusual situations (skipping grades, school in a foreign country, etc.).
12. **Each team needs to provide a clock operator or scorekeeper for each game who is an ADULT.**
13. Our first and primary goal remains to give all players maximum court time to improve their game in a competitive setting.