

HOOPALOOZA RULES

Updated 1/20/2018 – check back for updates prior to Hoopalooza 2018

Good sportsmanship is always kept at the top of the list in our efforts to create a successful Hoopalooza weekend. Hoopalooza is a family-friendly, fun-filled tournament and festival that everyone can enjoy.

What is Hoopalooza?

Hoopalooza is a 3 on 3 Basketball Tournament celebrating Community and Sportsmanship through Athletics and Fellowship. Hoopalooza is made possible through the efforts of the Christ the King Catholic School Booster Club and by the generous sponsors of our event.

Who Can Play

The tournament is open to players in grades 2 through 12, as well as all adults. A designated coach is required for all youth teams (2nd through 8th grade). A player may **not** participate on multiple teams within the same bracket. A grade school aged player (2nd – 8th) may elect to “play up” on a team in an older age bracket but may not elect to “play down” in a lower age bracket.

Brackets/Divisions

Whenever possible the Hoopalooza Competition Committee will attempt to place each grade level and gender into its own division. While every action will be taken to secure a minimum number of teams in each division, Hoopalooza cannot in every case alleviate a lack of participation in a particular age group/grade level/gender division. In these cases multiple divisions will be grouped together at the discretion of the Hoopalooza Competition Committee, always with the main interest of keeping skill levels between the participating teams reasonable. There will always be teams of greater skill level than others, even within each grade level, and Hoopalooza cannot be expected to control every discrepancy in skill level between competing teams. While Hoopalooza is indeed a completion, its main focus is Fun and Family. This should always be kept front of mind by Hoopalooza Competition Committee members as well as by all volunteers and participants.

Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. For all coed teams (Co-Ed exclusive division only), a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and clips will not be allowed. As always, Christ the King Booster Club retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in Hoopalooza and the potential effects on their eligibility. Christ the King Booster Club is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

Bracket Types

All school age teams will be divided into tournament brackets according to its players' current school grades (see *Brackets/Divisions*). Team composition, height, playing experience, and competition level may also determine bracket placement for adult, "Family" and Co-Ed teams in accordance with the information submitted on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

Each player in all brackets 10th grade and above must possess and present a photo identification upon request by the Hoopalooza Tournament Rules Committee. Failure to do so will result may disqualification.

Basket Height

Baskets will be 8 feet high for teams whose players are enrolled in grades 2 and/or 3. Goal height will be 10 feet high for all other brackets.

Free Throw Shooting Distance

The distance for free-throws will be 10 feet for brackets consisting of teams whose players are in grades 2 & 3 and playing on a 8 foot basket; the distance will be 15 feet for all other brackets.

Two-Point Shooting Distance

Per Hoopalooza rules, baskets made are given a value of either 1 point or 2 points. Baskets made outside of the 2-Point Line (traditional "3-point line") will be awarded 2 points. All other made baskets will be awarded 1 point. The distance for 2-point shooting is 15 feet for brackets consisting of teams whose players in grades 2 & 3; the distance will be 19 feet for all other brackets.

Ball in Play

At the beginning of the game, after any made basket or when resuming after any stoppage of play (foul, time-out, injury, officials time-out, etc) the ball must be “checked” by an opposing player before it is put into play. For a legal Check-In to occur, the offensive player must be behind the 2-point line (also known as the Take-Back Line) and the On-Ball defender must be inside of the 2-point line (Take-Back Line). The offensive player putting the ball into play after receiving the “Check” from the defender must PASS THE BALL INTO PLAY and is not allowed to shoot immediately or to advance the ball inside of the 2-point line on his/her own via dribble. The offensive player may move via dribble while remaining outside of the Take-Back Line but may not shoot until ball is put into play via a legal Check-In pass. A legal Check-in pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc until the initial pass is made. All other offensive and defensive players in the game are not restricted and may move freely inside or outside of the 2-Point Line while remaining within the boundaries of the court. In games consisting of players entering grades 2 & 3 played on an 8 foot basket, the initial pass, if made behind the free-throw line extended, may not be stolen by any defender. At this level after the initial pass is made and completed, stealing is allowed.

After each change of possession where a basket is not made, the team now in possession must ALWAYS bring the ball outside of the Take Back line prior to attempting to score. No “Check” is required in this circumstance. A legal take back has been made when the “2 out of 3” rule has been satisfied.

“2 Out Of 3” Rule: Legal Take Back after a change in possession without a made basket. A player has successfully taken either the ball and one foot or both feet behind the take back line. 2 out of 3 refers to any 2 (ball and 1 foot or 2 feet) of the 3 (ball and both feet) being *simultaneously* behind the take back line prior to attacking the basket by either pass, shot or dribble.

Stealing the Ball

Players in all age categories may steal the ball when it is being passed. Brackets consisting of teams whose players are in grades 2 & 3 will have a no-steal rule when players are either dribbling or holding the ball. Stealing in those situations will be allowed in all other brackets. Should an “illegal” steal occur, the referee or court monitor will award the ball back to the offensive team at the top of the key for a “Check-In”

Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a warning for a first offense and a technical foul and loss of possession against the offending team for additional offenses.

Which Team Receives the Ball First?

A coin toss prior to each game will determine which team will put the ball in play first.

Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

*Technical, intentional, and flagrant fouls cannot be called by a player. A court monitor or court marshal will make this call. Their decision is final.

Fouls

Referees will call all fouls, both during play and for any unsportsmanlike actions. The word of the referee is final on all foul calls. In certain brackets, if no referee is present, the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the Take-Back line. Incidental and/or minimal contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will be placed at each court and referees will be assigned as available. Court Monitors or referees will call fouls in all games in brackets consisting of teams whose players are grades 2 through 8, and in all additional games/brackets as determined by the Hoopalooza Rules committee.

Technical Fouls

A technical foul may be called by a Court Monitor, referee or Rules Official for unsportsmanlike acts such as taunting, baiting, stalling or trash talk. THIS IS A COMMUNITY, CHARITY EVENT SPONSORED BY A CHRISTIAN ORGANIZATION AND PARTICIPANTS ARE EXPECTED TO CONDUCT THEMSELVES ACCORDINGLY. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan may be removed from the court for the remainder of that game or for the rest of the tournament. This action will be at the sole discretion of the Tournament Rules Committee and all decisions are final. No refund of entry fee shall be given if a player or team is ejected from the tournament. A player who aggressively comes into contact with or assaults a court monitor, committee member, referee or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional future suspension for such acts will be determined by the Hoopalooza organization on a case by case basis. The court monitor or referee may also assess a technical foul if that individual determines that the team is stalling in the interest of preserving a

winning margin. A technical foul results in one point for the offended team and possession of the ball.

Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the court monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

Basketball Size

The intermediate size ball (28.5") will be used for all female games and any male or co-ed games consisting of players entering grades 2 through 6. A full size ball (29.5") will be used for all other games.

Length of Game – All Divisions

All Games will be played with a 20 minute running clock. The clock will stop for time-outs and injuries only unless otherwise determined by the Court Monitor or Referee.

**If a score of 20 is achieved within 20 minutes*

The target score for all games is 20 points, meaning the first team to reach 20 points within 20 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 20-minute clock is stopped only during team time-outs or if the court monitor stops play for a player injury or other unusual circumstance. If neither team has reached a score of 20 points, the court monitor or referee shall stop the game after 20 minutes of play.

In all situations, the court official shall declare a technical foul (see rules 11a & 12) if the official determines that a team is intentionally stalling to run out the clock.

***If a score of 20 is not achieved within 20 minutes (excluding 2-4 grade division)*

If after the 20 minute clock has expired, a team has a lead of 2 or more points, that team will be declared the winner. If neither team has at least a 2-point advantage, the overtime rule will be activated. In overtime, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 20 points, will be declared the winner. A coin toss will determine who gets the ball out of bounds first in overtime.

Use these examples as a guideline:

SCORES AT BEGINNING OF THE OVERTIME SESSION

Score of 19 to 18: the first team to 20 wins (no game goes beyond 20 points)

Score of 16 to 16: the first team to 18 wins (16+2)

Score of 8 to 7: the first team to 10 wins (8+2)

Score of 14 to 12: no overtime is needed since the leading team has at least a 2-point lead.

In the 2-4 grade division, overtime is only played if the teams are tied. The first team to score in the overtime session shall be declared the winner. A coin toss determines possession.

Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner. (see rule 15 for exceptions). The designated Court Monitor shall solely be responsible for keeping the official score.

Boundaries

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds. Courts will be clearly marked and designated boundaries and local rules questions can be answered by the Court Monitor and/or referee prior to each game.