

D.K. Hoopsters Basketball Rules & Regulations

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules before participating in the tournament. Any questions concerning these rules should be directed to the D.K. Hoopsters event director.

The same rules generally apply to 3 on 3, 2 on 2, and 1 on 1 games. A section at the end of this document lists the rules that apply only to 1 on 1 games.

In full court games (4 on 4 and 5 on 5) the standard rules for possession, scoring and inbounding apply, so rules specific to half court do not apply. All other rules, such as fouls, game length, etc. apply to half court and full court games.

Prior to the Game

Each team must have three to six players. Teams must be registered by the entry deadline. All roster changes must be approved by the D.K. Hoopsters event director and completed before the start of a team's first game. A player is allowed to participate for only one team for the duration of the tournament.

All players must sign the scoresheet before each game and designate the team's captain. **THE TEAM CAPTAIN WILL REPRESENTS HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.**

Delay of Game

Each team is required to field at least three players at the designated start time. If a team has zero or one players, it will be penalized one point per minute after the start time up to 10 points. The game is forfeited after 10 minutes.

For 3 on 3, 4 on 4, and 5 on 5 games only: If a team is short one player at the start, it has the option to begin the game on time and play one player short, or wait for a missing player to arrive with the same penalty as described above.

After the Game

The captain of the winning team should obtain the scoresheet from the referee or court monitor and deliver it to the Master Scoreboard. **THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.**

Game Play

Length of Games:

A game ends when one team scores 20 points, or after 30 minutes have elapsed, including the warm-up period. Division championship games generally have no time limit, but the referee, court monitor or D.K. Hoopsters event staff member may institute a time limit in a championship game prior to or during the game.

Overtime

If the score is tied at the end of 30 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The first team to score two points in the overtime period wins the game.

Throw In/Starting Play

When starting or resuming play, the ball must be thrown (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from the referee or court monitor

Second Violation: Loss of possession

A coin flip before the game will determine which team has the initial possession.

No Make It Take It

The ball changes possession after each regular score. Different possession rules apply after foul shots (see foul rules).

Stalling

No stalling is allowed.

First Violation: Warning from the referee or court monitor.

Second Violation: The referee, court monitor or D.K. Hoopsters event staff member may institute a 30-second shot clock. In this situation, the team will lose possession if it does not attempt a shot within 30 seconds.

Timeouts

Each team is allowed three 30-second timeouts per game. The game clock does not stop during any timeouts. No timeouts are permitted in the last three minutes of a game.

Taking the ball back

A team must “take the ball back” on each change of possession. “Taking the ball back” means both feet must be behind the two-point arc. Failing to “take it back” will result in loss of possession.

No Parking Zone

This zone is the box in front of the basket. An offensive player cannot remain stationary with both feet in this box and receive the ball when guarded by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone. Each violation results in loss of possession.

Scoring

Baskets made from inside the arc count for one point. Baskets made when the shooter has both feet behind the arc count for two points. Court monitors or referees will call “two points”. If there is any doubt among the court monitor or referees as to whether the made basket is worth one or two points, the basket will count as one point.

Free Throws

Free throws count for one point. When a player is fouled in the act of shooting, free throws are awarded only when the shot is missed (see foul rules). All free throws are dead balls. Regardless of whether the last free throw is made, the opposing team checks the ball from the check box. A free thrower has 10 seconds to shoot after receiving the ball. All other players will remain behind the two-point arc during free throw shots.

Fouls

Any time a basket is made and a non-flagrant unintentional foul is called:

- The basket counts.

- The referee or staff representative records the foul.

- The defending team receives the ball.

Personal Fouls and Team Fouls

The referee or court monitor will record each personal foul. Each player is allowed three personal fouls. Upon receiving the fourth personal foul, the player is disqualified.

If a player is fouled in the act of shooting and the shot is missed, the player must attempt a free throw (two free throws if fouled in the act of shooting behind the arc).

If there is no referee on the court, only team fouls will be recorded. No personal fouls will be recorded. A foul may only be called by the player who was fouled, and the foul must be called immediately after it happens. The court monitor or a representative from each team will record the fouls.

The penalty for non-shooting fouls depends on how many team fouls a team has at the time. If a team has eight or fewer team fouls when it commits a foul, the fouled team checks the ball from the check box after a non-shooting foul. If a team has more than eight team fouls when it commits a foul, the fouled player takes one free throw after a non-shooting foul. Fouls committed in the act of shooting always result in one or two free throws.

Intentional Fouls

Only the referee, court monitor or D.K. Hoopsters event staff member can call intentional fouls. Intentional fouls will result in one or two free throws for the player fouled AND his/her team retains possession and checks the ball at the check box.

Flagrant Fouls

Only the referee, court monitor or D.K. Hoopsters event staff member can call flagrant fouls. A flagrant foul may be a violent personal foul (striking, kicking, etc.) or a serious technical foul. A flagrant personal foul may or may not be intentional. A flagrant technical foul may involve dead ball contact or extreme or persistent vulgarity or abuse.

First Offense: Fouled player will shoot one or two free throws AND his/her team retains possession and checks the ball at the check box.

Second Offense: Offending team forfeits the game and plays on probation for the duration of the tournament. A team on probation will be ejected from the tournament if serious misconduct continues.

Basketball Goal Information

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard.
- Touches the arms attached to the back of the backboard.

The ball remains in play if it:

- Touches the pad ("garage door") in front of the basket.
- Touches the bottom edge of the backboard.
- Touches one of the side edges of the backboard.
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

Disputes

Any questions or disputes will be discussed only with the team captain. Disputes will not be heard after the game has been completed.

Disqualifications

D.K. Hoopsters Basketball Co. reserves the right to disqualify any team for any of the following violations:

Use of ineligible players: The players listed on the roster at the time an entry form is submitted are the only players eligible to play unless the D.K. Hoopsters event director consents to a change. All D.K. Hoopsters staff reserve the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification.

False information: Information provided on entry forms is the basis for division breakdowns. Any false information is grounds for disqualification.

Vulgarity or abusive conduct: Misconduct off the court may result in a player or team being ejected from the tournament.

Enforcement

Good sportsmanship is expected. All D.K. Hoopsters staff members may help enforce rules at any time. Enforcement actions may include officiating games, immediately implementing the shooting of foul shots, terminating a game, and escorting an ejected player or team from the premises.

Special Rules for 1 on 1

Players must do a check ball before bringing it in each time. If a missed shot hits the rim, the other player must take the ball back behind the arc. If a missed shot does not hit the rim and stays inbounds, either player can rebound and shoot immediately.