

# Bluegrass Cellular Hoopfest Official Rules and Regulations

## I. Eligibility

A. Each team's roster must be submitted before the event date. There must be a minimum of 3 players and maximum of 5 players per team. Roster changes will be permitted up to the time of the first game.

B. There will be men and women's divisions, as well as different age group divisions. If there aren't enough teams to fill a certain division or age group, different groups or divisions could be combined at the tournament director's discretion.

## II. Team Composition

A. Each team must have 2 players present at their game time to begin play. If a team doesn't have at least 2 players on the court at game time they will forfeit.

B. All players on the team should wear similar colored shirts or jerseys. Only appropriate gym shoes will be allowed on the floor.

C. No players will be allowed to wear caps, or do-rags while playing.

D. Jewelry, casts, and any items deemed dangerous by the official may not be worn during the game. Official's decisions are final and failure to comply could lead to disqualification from the game.

## III. Game Regulations

A. There will be no dunking during times between games, or during any warm up period that a team may have prior to a game. Anyone witnessed dunking will be dismissed from the tournament.

B. There will be a referee at every court to call fouls for the game.

C. Games will be played to 20 points or 20 minutes, and only need to be won by 1 point. There will be no holding the ball. If the Official feels a team is holding the ball to eat clock instead of continuing play they can impose a "shot clock" and give a team so long to take a shot or lose possession of the ball. If after 20 minutes there is a tie, than the next team to score will win.

D. Games will be played on a half court. The ball is dead and must be checked and then passed in from the top of the key to begin play. Possession changes after each made basket.

E. After a rebound or change of a possession with no shot, the ball must be "cleared" past the 3-point line before another shot can be taken. A coin toss will determine which team starts the game with possession of the ball. If the defense doesn't clear the ball after a change of possession, than the shot will be disregarded and possession will return to the other team.

F. Substitutions can be made after any basket, foul, or possession change.

G. Shots inside the arc will be worth 2 pts and outside the arc will be worth 3 pts.

- H. All jump or held balls will go to the defensive team.
- I. If a player is fouled while shooting and hits the basket, the points count and possession changes, if the player is fouled and misses the shot, than they are awarded the ball back.
- J. Each team will be allowed 4 defensive fouls. On the 5<sup>th</sup> team defensive foul, the player fouled will shoot one free throw (worth 1 point) and receive possession of the ball.
- K. If the defensive team commits 3 fouls on any one possession, than the offensive team will be awarded 2 points, and possession will go to the defensive team. This will prevent any team from consistently fouling to prevent the other team from scoring.
- L. The official or court monitor that is watching that game will call any intentional fouls. An intentional foul will award 2 points and the ball to the offensive team.
- M. There will be no fighting, excessive arguing, taunting, or vulgar language. Any of these could lead to the dismissal of a player from the tournament. The team captain is the only person that can discuss a complaint with an Official or tournament director.
- N. Any player that sustains a cut or abrasion that incurs bleeding of any kind must remove himself or herself from the game until the blood is cleaned up and bleeding is stopped.