



Rules & Regulations

MARCH - AUGUST

United Hoops Network

GAME FORMAT (H.S.A.A. rules will apply except for the differences listed below.)

- Game Timing:** Two 16-minute halves with a running clock. The last two minutes of each half, the clock shall stop on all dead ball situations. The Tournament director/ on court referees have the option to change the time for warmups and half time to get games caught up. If there is more than twenty-point spread in a game, both coaches must agree to waive the stop clock during the last two minutes.
- Overtime:** There will be one 2-minute overtime in all games ending in a tie with each team receiving one time out for the overtime (teams may not carry over any timeouts). The clock will stop for all dead ball situations during overtime.
- Double Overtime:** Games will be decided by sudden death, meaning the team who scores the first point (does not have to be a basket, it can be a free throw) will have won the game. Again, teams will be awarded one time out with no carry-overs. Overtime at Nationals: At all UH National Tournament, for the bracket games only, there will be no sudden death overtimes. There will be a 2-minute overtime until a winner is decided.
- Fouls:** Each player is allowed 5, shooting one and one on the 7th team foul and two shots (double bonus) on the 10th team foul.
- Technical Fouls/Intentional Fouls/Flagrant Fouls:** will not be shot, 2 points will be awarded to the other team along with possession of the ball. Any individual given a second technical foul for unsportsmanlike conduct will be removed from the gym. That individual will receive a one game suspension for their next scheduled game.
- Time-Outs:** Each team has three 30-second time-outs per game. Overtime Time-Outs: Each team is given one time out for every overtime, no carry-overs.
- Restrictions:** All defenses and offenses are allowed. However, coaches need to pull their full court or half court press if ahead by 20 points or more. All trapping defenses are considered a press, either half court or full court. If the score is over twenty points, there is no double-teaming of the ball handler. Referee should blow whistle and give warning to defensive team with offensive team taking the ball out of bounds.
- Timekeepers and Scorekeepers:** Each team will be required to provide one per game. Home team keeps the official book at the designated location, and the visiting team operates the clock/scoreboard. Please plan as children are not encouraged to handle either of these responsibilities.
- Game Ball:** Girl's will use 28.5. Boys 5th and below Use 28.5. Boys 6th and above use 29.5. If both coaches agree, they can use whatever ball they want.
- Bench Decorum:** Only players and coaches listed on the roster may sit on the bench during the game.
- Players on (2) Teams – Different Divisions:** YES. The player MUST be listed on each roster, and the player's coach must have submitted a player waiver found on our website. The player may NOT join a game in progress once it has started!
 - Players playing on 2 teams in different divisions may not join a game once the game has started. For example – a player can not be playing on one team, then join the other team once the game has begun.
- Players on (2) Teams – Same Division:** MAYBE, so - Players may not play on (2) teams in the same division. We do have exceptions. Please refer to our website Rules & Forms to follow these exceptions.

ADMISSION POLICY: Each event will have an admission policy for fans. Player's, two coaches and one scorekeeper will get in free.

GAME EQUIPMENT

- Required Equipment:** Coaches will need to bring their own practice balls, scorebook, first aid kit, and towels to all games.
- Uniforms:** Similar jersey tops or Tee Shirts with a minimum of a 6-inch number on the back. Reversible jerseys are preferred, and each team should be prepared to play with light or dark uniforms. Matching shorts are not required but encouraged.
- Coaches Packet:** Coaches are encouraged to keep an envelope with a copy of each player's birth certificate, player's name, and current grade, and have all signatures on the UH waiver forms and the "Permission to Treat" form. While this is not mandatory at the events, Tournaments or One Day Runs (except for the waivers and "Permission to Treat" forms), it is mandatory at UH National Tournament and teams may be disqualified if they are unable to provide any of this information.
- Permission to Treat Form:** This form is to be kept by the coach, must be readily available during the competition and have all players listed with required signatures. This is to be used for a player who suffers an injury at the event with no guardians present. Coaches keep this form!
- All photographs, videos, and digital images taken at any UH event by UH personnel or their assignees are the property of United Hoops Network and can be used for any promotional or marketing purposes of the United Hoops Network.

#playunitedhoopsnetwork