



United Hoops Network

ELAM ENDING - Rules & Regulations

The Elam Ending calls for the **game clock to be shut off at the first dead ball under four minutes in the second half**. A target score is then established by **adding eight points** to the leading team's score. For example, if the score is 80-72, the two teams will play until someone reaches 88. With no game clock in play, trailing teams are allowed to focus on getting stops and buckets, rather than intentionally fouling.

During the untimed portion (the Elam Ending), any non-offensive, non-shooting foul **while in the bonus** shall result in one free throw and the **fouled team's continued possession of the ball**. There is no Double bonus or shooting one plus one during the Elam Ending. Players do not need to line up on free throw line during Elam Ending if it's not a 2-shot foul.

All Shooting fouls are two shots as always. All technical fouls are 2 pts and the ball.

If teams struggle to reach the target score officials have the option to put 2 minutes on the clock with the team leading at the end declared the winner. This could come into play especially for younger teams.

The Elam ending allows teams to play at a high level all the way through the end of the game and take their best shot on the last possession of the game and it provides more memorable game-ending moments. Players learn to defend without fouling and unlike regular basketball where only a few games end with a game winning basket, in the Elam Ending they ALL end on a made basket.

Fouling to stop the clock occurs in approximately 44 percent of NBA games and 58 percent of NCAA games, and yet it only results in a comeback victory roughly 1 percent of the time. Getting rid of the clock and playing to a target score eliminates this.

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

1. **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 UH tournament director only has the option to change the time for warmups and half time to get games caught up. If there is more than a twenty-five-point spread in a game, both coaches must agree to waive the stop clock during the last two minutes.
2. **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.
3. **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 Tournaments, for the single elimination UH National Tournament only, there will be no sudden death overtimes. There will be a 2-minute overtime until a winner is decided.
4. **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.
5. **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 will be removed from the gym. That individual will receive a one game suspension for their next scheduled game. (A next scheduled game would be at the event or national that the individual is currently participating, or it could be the next DSE or National in which the individual participates.)
6. **Time-Outs:** Each team has three 30-second time-outs per game, with no carry-overs. Overtime Time-Outs: Each team is given one time out for every overtime, no carry-overs.
7. **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.
8. **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.
9. **Game Ball:** Gilr's will use 28.5. Boy's will use 29.5. (When a game is played in the State of Iowa, in the boys 3rd-8th grade, both coaches can agree to use 28.5). However, if there is any controversy, the home team provides the game ball.
10. **PLAYER WAIVER FORM:** If a player is going to play on two teams at the same event, a PLAYER WAIVER needs to be completed prior to the event and turned in at the registration desk. The WAIVER FORM can be found on the website under Tournament Rules-Forms.

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

GAME EQUIPMENT

1. Required Equipment: Coaches will need to bring their own practice balls, scorebook, first aid kit, and towels to all games.
2. 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.
3. 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 shootouts (except for the waivers and "Permission to Treat" forms), it is mandatory at all UH National Tournaments and teams may be disqualified if they are unable to provide any of this information.
4. Permission to Treat Form: This form must be readily available during competition and have all players listed with required signatures. This form is obtained from the Coaches' Dashboard at www.unitedhoopsnetwork.com my roster link.
5. All photographs, videos, and digital images taken at any UH event by UH personnel or their assignees are the property of UH and can be used for any promotional or marketing purposes of the UH.