



## 2023 HOOSIER HOLIDAY HOOPS TOURNAMENT RULES

### CONDUCT OF PLAYERS AND PARENTS

- \*NO COACHING!! **CHEERING**, however, is absolutely Welcome AND Encouraged!
- \*This organization is not intended to have teams being coached. The uniqueness of Hoosier3on3 is that kids are allowed and encouraged to run their own team. If any coaching occurs during the games, it will be brought to the attention of the site director(s) and handled accordingly.
- \*No swearing, taunting, or other inappropriate verbal or physical behavior.
- \*Unsportsmanlike play may result in: 1) warning; 2) 2-minute sitting out (ref discretion); and/or 3) ejection from the game or the tournament.
- \*At the end of games, it is good sportsmanship to shake hands with your opponents.
- \*Help to keep the facility clean. Please, pick up your garbage.

### PLAYERS

- \*All players need completed liability waivers signed by a parent on file in order to participate.
- \*Only registered and rostered players may play on your team.
- \*Teams will play in the division of their oldest player.
- \*In the case of injury, ejection, or missing player, a team may play with 2 players. Its opponent will play with 3.

### TIME

- \*5-minute warmup. Time starts as soon as game on court ends.
- \*Pool play games are 20 minutes running time. CLOCK RUNS DURING POOL PLAY.
- \*Bracket games: 18 minutes running time. In games within 6 points, the clock will stop under 30 seconds. The clock will stop after a made basket, foul, or violation. The clock will restart following the completion of a check, or once the ball is touched following a missed free throw.

### OVERTIME

- \*In all rounds other than a championship game, overtime will be decided by free throws. Each team will select three shooters, opponents shooting alternately (3 free throws per team). The team with the most makes is the winner. In the case of a tie, the same three players will determine the winner with a sudden death free throw shootout. First shooter will be determined by Rock, Paper, Scissors between one player from each team.
- \*Championship games will be determined by a 2-minute overtime period. The overtime clock will be running time up until 30 seconds remaining. If the game is still within 6 points, it will be stop time on whistles and made baskets as long as the score is with that margin.
- \*If teams are still tied after the 2-minute overtime, the free throw procedure will be followed (3 free throws per team followed by sudden death if needed).

## **SEEDING FOR BRACKET PLAY**

- \*All teams will play 2 pool play games. Seedings will be determined by: 1) overall record; 2) head-to-head; 3) average point differential in pool play games; 4) average points given up in pool play games.
- \*For four and five-team brackets, each team will play all of the other teams in the bracket. The top two teams will then play each other in the championship game. Seedings will be determined by the criteria above.
- \*Seeds will be determined within each pool and will be placed in the bracket accordingly.

## **UNIFORMS**

- \*TEAMS SHIRTS MAY BE PURCHASED ON THE [hoosier3on3.com](http://hoosier3on3.com) > Registration Page.
- \*Teams not wearing tournament shirts must be wearing like-colored jerseys or shirts. (TEAMS SHIRTS MAY BE PURCHASED ON THE [hoosier3on3.com](http://hoosier3on3.com) > Registration Page)
- \*If two teams are wearing similar colored shirts or jerseys, one team will wear pinnies. "Rock, paper, scissors" will determine which team has the choice of wearing the pinnies or not. The team wearing tournament shirts will not wear pinnies.
- \*If all the jersey colors you placed are already taken, you will be given a color at random

## **GAME PLAY**

- \*Scoring: 2 points per basket inside the arc. 3 points per basket outside the arc.
- \*Free throws: One shot will be given to a player who is fouled in the act of shooting. A free throw is worth two points if the player is fouled inside the arc. It is worth three points if the player is fouled outside the arc. It is worth one point if the basket (2 or 3 pointer) is made (like a usual and-one).
- \*Bonus free throws: Team fouls will be charted. After 5 team fouls, the other team is in a bonus situation. One shot will be given to the fouled player. The free throw is worth two points.
- \*Intentional fouls: Intentional fouls (no matter when they occur during the game) will result in two points PLUS the ball
- \*Technical fouls: If unnecessary or excessive foul and/ or unsportsmanlike behavior occur, the ref may impose a technical foul (two points plus the ball PLUS player ejection).
- \*A missed free throw is a live ball (unless it is an air-ball).
- \*Players have 6 seconds to shoot a free throw once the teams are lined up.
- \*There are no time outs.
- \*Following a made basket or dead ball (including out-of-bounds), the other team can check the ball from anywhere behind the arc.
- \*Both feet and the ball must go outside the 3-pt line after a change of possession.
- \*The half-court line is out of bounds.
- \*Jump balls are alternately possessed.
- \*A defensive rebound must be taken past the arc (this includes air-balls). There are NO "free backs".
- \*No stalling. There will be a ref's discretion '30-second shot clock'. Failure to shoot in a 30-second time frame will result in loss of possession.
- \*"Rock, paper, scissors" will determine which team gets the ball first.
- \*The ref at each court will monitor "rock, paper, scissors" and officiate the game.
- \*Unlimited substitutions after made baskets or when the ball is not in play.
- \*Free throws for 3rd & 4th graders will be moved up. Referees will designate the shooting line.