

1st Annual Stone Foltz Hoops 4A Change

Date: Sunday, November 21, 2021 – 8AM-6PM
Locations: Buckeye Valley High School and Middle School

ADULT HOOPS RULES

Pre-Game

1. All games may start and be completed with any number of players (3,2,1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time.
5. **We suggest that you be at your court 15 minutes before the scheduled game time and stay there until your game is played.**
6. Note: Dunking is allowed during games only. **NOT** during warm-ups.

Time & Scoring

1. A field goal is worth 1 point.
2. A successful goal from behind the 3pt line is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. Games are played to 15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16).
4. All games will have a 15-minute time limit.
5. The team leading at the end of 15 minutes will be declared the winner.
6. If the game is tied after 15 minutes of play and no team has reached the required number of points to win the game, one player from each team will shoot free throws until either team goes up by one point (Example: Team A makes the free throw and Team B misses the free throw). A coin will be tossed to decide who will shoot first.

Timeouts and Substitutions

1. Each team is allowed one (1) one minute time-out per game.
2. If play is stopped by a teammate or the Official to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

Live Ball / Dead Ball / Possession

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
4. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play.
5. All fouls and violations will be played out-of-bounds at the top of the court.
6. A ball out-of-bounds will be taken out at the top of the court.
7. The ball must be “taken back” to the marked line on the court on every change of possession. “Taking back” means both feet and the ball behind the take back line.

Fouls and Free Throws

1. All Shooting fouls:
 - A. When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - B. When the basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession. NOTE: One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.
2. Non-shooting fouls:
 - A. The team who is fouled will check the ball at the top of the key.
3. All free throws are dead balls.

4. **FREE THROW OPTION:** in any free throw situation the designated shooter may at his or her option choose to shoot from the free-throw line for one (1) point, **OR from behind the 2-point line for 2 points.** In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2-point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not.

Player Information & Eligibility

1. Each team must have three (3) players on their roster with an optional fourth (4) and be registered as a team by the predetermined entry deadline. Additions and/or changes on rosters will not be permitted under any circumstance after the entry deadline.
2. Players may appear on only one (1) team roster for each tournament. Any player appearing on more than one (1) team roster may be disqualified from participation in that tournament.
3. As a general rule, teams are split into male and female divisions. Co-ed teams will automatically be scheduled in a male division.
4. If any of a player's personal information listed on the team application is inaccurate (e.g. age), the player will be eliminated from participation in the tournament. Discovery at any time after registration of the player in question may also result in elimination of the whole team from further competition.
5. Eligibility problems will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standing involving the team in question.
6. **NO REFUNDS WILL BE GIVEN FOR ANY REASON**

Player Substitution Policy

ON or BEFORE THE ORIGINAL ENTRY DEADLINES

1. Player substitutions can be made as long as they are mailed and/or submitted online by the original postmark/online deadlines for that tournament.
2. Since these substitutions are being made by the original entry deadlines, there are no restrictions on substitutions made.

Division Breakdown

As a general rule, teams are placed into male and female divisions according to pre-established categories, as follows:

16-20 years 21-30 years 31-40 years 40+ years old**

Any co-ed teams registered to play will automatically be scheduled in a male division based on criteria listed above.

The age of the players is determined as of Saturday of the event weekend.

To ensure proper placement of team, all four (4) players must fit within the established category. **If a player does not meet the age requirement, your team will be placed into the category of the oldest player.**

SPECIAL NOTE: Every effort will be made to place teams into these age categories. We will change or combine age categories only when not enough teams have entered to complete a division. In a few instances, we may have to create co-ed within these age categories.