

Hoopin It Up In Jasper Tournament Rules

March 11-12, 2017

The team listed first on the schedule for pool play and on the top of the bracket in the single elimination tourney is the home team. The Home team will wear white and is responsible for the official book. The Visiting team is responsible for the official clock. IHSAA rules apply to all games with the following exceptions:

- 1) All games will be played as two 12 minute halves.
- 2) No games will start before their scheduled time unless agreed to by both coaches.
- 3) Pre-game warm up is at least 5 minutes; even if behind schedule. Half-time shall be no longer than 5 minutes.
- 4) A Total of two (2) full timeouts per half will be allowed to each team. One (1) additional time out per team will be awarded in each overtime period. Timeouts do not carry over to any overtime periods.
- 5) An overtime period is 3 minutes in length.
- 6) The clock will continue to run (except for timeouts) for a lead of 20 points or more in 2nd half of the game.
- 7) All coaches must be at least 21 years of age.
- 8) Un-sportsmanlike conduct from anyone at any time may result in removal for the rest of the tournament.
- 9) If instructed to do so, the head coach must warn his/her fans about unacceptable behavior. Following a warning, a technical foul can be called on the fans and it will be assigned to the head coach.
- 10) After a technical foul has been called on or assigned to any coach, all coaches on that bench must remain seated for the balance of the game other than halftime or a called timeout.
- 11) Two (2) technical fouls called directly on any player, coach, or team representative during any one game will result in disqualification for the rest of the tournament. Any technical assigned to the head coach is excluded.
- 12) The official scorer (home) and the official timer (visitors) must be at least 18 years of age and must remain impartial. Failure to comply will result in a technical foul and / or removal from the scorers' table.
- 13) It is not required that players have numbers on the front and back of their jersey.
- 14) All referees' decisions are final. There is no appeals process.

Accommodations for Younger Players:

- 1) Boys' Grades 3, 4, 5 and 6 use a ball size of 28.5". Boys' 7th & 8th grades use a ball size of 29.5". All Girls' teams use a 28.5" size ball.
- 2) For 3rd and 4th grades only; no zone defenses at any time and no back-court guarding other than the last minute of each half and the last minute of any overtime period. (See page 2 for additional details)
- 3) All 3rd grade teams will use a rim height of 9 feet AND a free throw line at 12 feet.

School Tourney & Roster Rules:

- 1) Hoopin It Up In Jasper is a "School Tourney" only. A team's roster MUST consist of players that currently attend the same school or currently attend schools that feed directly into the same high school; no exceptions!
- 2) Players must participate at either their present grade level in school or at a higher grade level.
- 3) A player may be listed on only one roster and may participate on only one team.
- 4) Documentation confirming grade level and current school enrollment must be made available upon request of the tournament director. It is the head coach's responsibility to have eligibility information in hand at all times. Failure to provide player eligibility information or actual

participation by an ineligible player can result in forfeiture of games and removal from the tournament.

Pool Play Results for Tournament Seeding:

Each team will play 2 pool games and then advance to a single elimination tournament. The tournament will be seeded based on pool results with the first qualifier being won-lost record. If needed, tie-breakers for identical won-lost records will be applied in the following order until the tie is broken:

- 1) Head to head competition (only applies to two teams with identical won-lost records)
- 2) Total point spread for all games played (maximum + or - of 20 points per game)
- 3) Points allowed
- 4) A coin flip

Note: In the event of identical won-lost records after pool play is complete, the first tiebreaker will be head to head competition, but this only applies to a two-way tie. Should three or more teams have the same won-lost records, tie breaker number 2 (total point spread for all games played) will be used immediately.

“Hoopin It Up In Jasper” Defensive Rules for 3rd & 4th Grades March 11-12, 2017

Back-court Guarding No back-court guarding of any sort is allowed on any pass being in bounded from the back-court into a back-court area or at any time a team has gained definite possession in the back-court. Once possession is gained, defensive players may not hinder the offensive team in any way; even if done so by accident. Any pass from back-court to front-court cannot be intercepted until the ball crosses the mid-court line.

An inbounds pass from front-court to back-court cannot be intercepted after the ball crosses the mid-court line and may not be defended in the back-court. At the discretion of the referee, a violation of the back-court guarding rule can be whistled and the possessing team allowed to inbound from the appropriate back-court area.

Half-court Defense Zone defenses are not allowed at any time; either half-court or full-court. No defensive player will be permitted to guard an area of the court for an extended period of time instead of an opposing offensive player. Basic man to man defensive techniques such as switching, hedging and sliding through on screens, help and recover, sagging off a perimeter player and temporary weak-side (help-side) positioning are all permitted. Trapping and double teaming are also permitted as described below.

Trapping & Double Teaming As the ball is being advanced from the backcourt into the frontcourt, the defensive team must maintain one-on-one guarding positions until an offensive player in possession of the ball is completely in the front court. (This is the same offensive position that must be established prior to an over and back violation.) Once this position is established by an offensive player, traps and double teams may be used in the entire front-court area. The intent of this rule is to delay trapping and double teaming within close proximity of the mid-court line until later in the possession.

Last Minute of Each Period

During the final minute of each half as well as the last minute of any overtime period, all restrictions on backcourt guarding, trapping and double teaming are removed. However, the restriction on zone defenses remains in effect at all times.

Calls and Penalties Referees can stop play at any time due to violations of the backcourt guarding, half-court defense and trapping & double teaming rules. Coaches will be advised and warned as needed. At the discretion of the referee, persistent and / or intentional violation of these rules may result in a technical foul that will be assigned to the head coach.