

Hoopsters Rules

1. Games will consist of four six-minute quarters and a five-minute halftime. The teams will shoot free throws at halftime that count toward the overall score of the game. If one team has more kids than the other team the team with fewer players can choose children to shoot a 2nd time. Once a child shoots multiple free throws in a game they cannot do it in another game unless every child on the team has been given the opportunity to shoot multiple times.
2. The clock will only stop for time-outs, injuries, fouls, to line kids up for free throws and the last two minutes of the 2nd quarter and of the 4th quarter. The clock will not stop for made baskets. When the clock stops to line up kids for free throws, it will resume after the second shot is touched/rebounded or when the ball is inbounded after the second shot.
3. Defense must stay inside the designated white volleyball line that is behind the three-point line except for the last two minutes of each half. If a team is up by 10 points or more then they must remain inside the three-point arch. In the last two minutes of the first half teams can play defense up to the half court line, never full court. In the last two minutes of the second half a team may press the full length of the court. If one team is up by 10 points or more, they must remain inside the 3-point line.
4. In case of a tie at the end of regulation, there will be a three-minute overtime period. Play will continue until a winner has occurred for overtime. Each team will get 1 timeout per overtime period. There will be a running clock until the last minute of each overtime period. In the last minute of each overtime period the clock will stop for dead balls. Clock will not stop after made baskets.
5. Every player must play two quarters of each game unless an injury or sickness occurs. If a team has less than 10 players the coach will make the decision on who plays more. Every player must sit out at some point in the game unless a team is down to 7 or less players. The only time a team will be allowed to substitute is at the beginning of a quarter. **There will be no substitutions within a quarter.** If a child becomes injured and must leave the game, it is the coach of the injured player that determines what child enters the game. If an injured player comes out of the game and they are good to return to the game, they must return to the game at the next dead ball.
6. A team shall be awarded 2 foul shots after the fifth team foul (Bonus). Fouls will reset at the end of each quarter. Players can move once the shot leaves the shooters hand on the last free throw attempt. Players will be allowed to move up to the closer marked foul line only if needed. If we see a child that keeps moving up to shoot free throws and does not need to we will move that child back to the real free throw line.

7. If a player or coach receives a technical foul the opposing team automatically receives two points and possession of the ball. If a player receives a technical foul it shall also be counted as a personal foul.
8. There is no offensive 3 second lane violation.
9. Please only have 1 coach standing up during the games. Other coaches can get up for timeouts/halftime.
10. Noise makers, banging on bleachers or yelling directly at the kid while free throws are taking place will result in the child getting another free throw attempt if he misses the shot while fans are making any noise as described above (1st offense). Any offense after the first will result in a technical. Which will automatically give the offense 2 points, another shot if the free throw misses, and they will get the ball back after the free throw. If the player makes the free throw. Referees will address the coaches of the team with fans yelling and it will be up to the coach to address the fan(s).