



Official Rules

1. The official(s) will call all fouls and violations. There will be at least one official assigned per court.
2. A coin flip by the official before the start of the game will determine who gets the ball first.
3. The official(s) may remove any player, team, coach or fan for unsportsmanlike conduct.
4. All teams will have a maximum of 4 players.

Scoring / Time Limit

1. All field goals inside the 3-point line will be worth 1 point. 2 points will be awarded for a 3-point field goal.
2. All games will consist of one 20-minute game with a running clock.
3. The team that reaches 20 points first, or that is leading at the end of the 20 minutes will be declared the winner.
4. If the game is tied after 20 minutes of play, there will be a 2-minute overtime. The official(s) will flip a coin to determine team possession. If the score is still tied after the 2-minute overtime, each team will shoot three free throws. No player may shoot more than one free throw each round. If the score is still tied after the free throws are shot, a second round of free throws will be shot using the same rules. Free throw rounds will continue until there is a winner.
5. In the championship game, if the game is tied after 20 minutes of play, there will be a 2-minute overtime. If tied thereafter, additional 2-minute overtime periods will occur until there is a winner.
6. There will be one official scorekeeper at each court.

Fouls and Free Throws

1. All free throws are worth 1 point.
2. Shooting fouls for shots attempted INSIDE the 3-point line will be handled in the following manner:
 - When a basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - 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.
3. Shooting fouls for shots attempted BEYOND the 3-point line will be handled in the following manner:
 - When a basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - When the basket is missed – if both free throws are made, possession goes to the defensive team. If less than both free throws are made, the offensive team retains possession.

4. Non-shooting fouls (on or after the 7th team foul) will result in the fouled player shooting 1 free throw and will be handled in the following manner:
 - If the free throw is made, possession goes to the defensive team.
 - If the free throw is missed, the offensive team retains possession.
5. 3rd and 4th grade divisions need to start behind the free throw line when shooting but can jump over it. 5th-8th grade divisions cannot jump over the free throw line. All free throws are dead balls (no need to line up).

Substitutions / Time-outs / Jump Balls

1. Player substitutions are permitted during any dead ball situation.
2. There will be no time-outs.
3. Jump balls will be called by the official(s) and will result in alternate possession, with the first jump ball being awarded to the team that loses the pre-game coin flip.

Miscellaneous

1. Man-to-man defense is required. No zone defense is allowed.
 - The first violation will result in a warning.
 - Subsequent violations will result in a point for the opposing team.
2. The ball must be checked by an opposing player before it is put into play following a made basket or a dead ball situation, including out of bounds, fouls, and possession changes. The check must occur at the top of the key.
3. Checking the ball must be done with good passes and in good sportsmanship. If a player or team is not checking the ball appropriately:
 - The first violation will result in a warning.
 - Subsequent violations will result in a point for the opposing team.
4. The ball must be “taken back” beyond the 3-point line on every live ball change of possession, including after steals and missed shots. The ball is considered live during the “take back” process, meaning there are NO “free take backs”.
5. You are NOT required to pass the ball before shooting or after checking the ball.
6. Game balls will be provided. Please do not dribble in the halls or on the courts while games are being played.

Other Notes

1. Please bring your own basketballs to warm up.
2. All game hoops will be at regulation height of 10 feet.
3. Coaches/Teams should check in with a tournament official 30 minutes before their first game at the first game location (either Park or Elementary School court).
4. Any game situation that may occur that is not covered by these rules will be decided by the official(s) and/or the Kindred Hoops tournament committee.
5. All 1st Place teams will be awarded a Summer Splash T-shirt and are invited to a Champion jump into the Kindred pool to celebrate!

THANK YOU FOR COMING AND HAVE FUN!

