



# Official SilverHoops Rules & Regulations

# 2019

Updated July 2019

**Sportsmanship Policy:** Good sportsmanship and cooperation is both anticipated and expected. Any questions should be addressed to the court monitor at your court. The team captain or designated coach, if applicable, is expected to aid in controlling teammates and team followers conduct and to represent his/her team as spokesperson in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the intentional or flagrant foul categories (please refer to rules 8a, b and c). Disqualification of a particular player or an entire team is left to the sole discretion of a court monitor/marshal or tournament official. There will be no review of video or other types of recordings used in any decisions made by court monitors/marshals. -Team Sportsmanship Awards will be presented in both Youth and Adult divisions based on nominations by tournament spectators, volunteers and participants.

**1. Who Can Play:** The tournament is open to players entering grades 3-12, as well as adults. SilverHoops has the right to accept or deny any registration, for any reason, at the discretion of the director.

**2. Number of Players:** Each team may consist of a maximum of 4 players and a minimum of 3 players. A team has only 3 players on the court at any time. For all co-ed teams, playing in a CO-ED Division, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game. Player changes for registered teams are allowed until the start of your team's first game, after this game STARTS, player changes are NOT allowed for any reason. Any player changes, for any reason, made after your first game starts will result in an automatic forfeit.

**3. Bracket Types:** Teams will be divided into tournament brackets according to its players' ages or school grades, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament. Each adult player is required to possess personal identification at all times during the tournament. SilverHoops retains the right to adjust or combine divisions to create brackets at anytime before the tournament as they see fit.

**4. Court Dimensions & Ball Size:** Games are half court only. Free throw line: 15 ft from backboard\*\*\*. Basket height: 10 ft. Two point shooting distance: 19.5 ft from rim center. The intermediate size ball will be used for all female games and any brackets with 3-6th grade players. The full size ball will be used for all other games.

**5. Jump Ball & Possession:** A coin toss at the start to each game will determine which team gets the first possession. All jump balls will alternate after that. Court monitors &/or referees will track possession changes.

**6. Checked ball:** The ball must be "checked" by an opposing player at the back-court line before it is put into play. The ball must be passed to begin play. There will be one free pass after the ball has been checked to a player who is above the solid back-court line only. Passes made below that line are subject to defense. Both the ball and the player's foot must clear the top of the back-court line when possession changes during game play.

**7. Steals:** There will be 1 free pass given after the ball is checked as long as the pass is to a player who is above the solid back-court line. If a pass is made BELOW the back-court line after a checked ball, it is game for defensive play. The ball can be stolen at anytime after during play.\*\*\*

**8. Fouls:** In remaining brackets the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooters unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed (see rules 8a b and c for exceptions in the rule.) After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will referee all games in brackets whose players are entering grades 3-8th. These games will be called similar to a regular game to encourage good habits. All fouls called (both on-the-ground and shooting) will result in one free throw shot, with the exception of a foul during the act of shooting behind the 2 point arc, which will result in two free throw shots each worth one point. Games CAN be won on a free throw shot.

**a. Technical Fouls:** A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court monitor, court marshal, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by the SilverHoops Committee on a case by case basis. The court monitor may also assess a technical foul if the monitor determines that the team is stalling in the interest of

preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

**b. Intentional Fouls:** An intentional foul is a foul designed to neutralize an opponent's advantageous position. It is a foul which, based on the court monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the back court line.

**c. Flagrant Fouls:** A flagrant foul may be of a violent nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialog which is extreme or persistent, savage or abusive. A flagrant foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the back court line. The player committing the foul will be suspended from play for the remainder of the game or for the rest of the tournament.

**d. Crowd Control:** The Team Captain or the designated parent/coach are the only people, other than the players, who are permitted to address the Court Monitor/Marshal. Any fans or parents who negatively address a Court Monitor/Marshal or Tournament Official may be assessed a technical foul to their team. Please also see the Player Agreement form that players & parents/guardians agree to during online registration.

**Technical, Intentional and Flagrant fouls will only be called by a court monitor/marshal.**

**9. Substitutions:** Substitutions may be made during a time-out or a "dead ball" situation. You may only substitute players who are named on your registration form or your team forfeits all future games.

**10. Keeping Score:** Teams are required to provide their own scorekeepers. All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Made free throws are worth one point. The first team to 20 points is the winner. (see rule 11 for exceptions)

**11. Game Length:** All games have a 30 minute time limit\*\*\* during which each team is allowed a single one minute timeout per game. The clock is only stopped during timeouts or if there is a player injury or other unusual circumstance at the monitor's discretion. All games end when a team reaches 20 points. If neither team has reached a score of 20 points, the court monitor shall stop the game after 30 minutes of play. The court monitor can declare a technical foul (see rule 8a) if they determine that a team is intentionally stalling to run out the clock. In the event that neither team reaches 20 points in the allotted time, a winner will be declared if a team has a lead by 2 points. If there is a tie score or a team only has a 1-point lead, overtime will be initiated.

**12. Overtime:** Overtime will start with another coin toss to determine possession. In the event of overtime, a winner is determined by adding 2 points\*\*\* to the top score (never to exceed 20). The first team to reach that number is the winner and you DO NOT have to win by 2 points. There is no time limit or length to overtime. In overtime each team is allowed a single one minute timeout.

[Overtime examples: a) at time limit, the score is 14-13, first to reach 16 points wins. b) at time limit, the score is 14-14, first to reach 16 wins. c) at time limit, the score is 19-18, first team to 20 wins.]

**13. The court monitor/marshal, or tournament official's decision are final.**

**\*\*\*Rules with GRADES 3 & 4 exceptions:\*\*\***

**4. Court Dimensions & Ball Size:** Free throw shooting distance will be 10 ft. rather than 15 ft.

**7. Steals:** There is a no steal rule when players are either dribbling the ball or holding it. There will be one free pass to wing to start possession, but not a free pass inside the key. After this point, the ball can then be stolen on a pass during game play.

**11. Game Length:** 25 minutes rather than 30

**12. Overtime:** add ONE point to top score rather than 2