

# HOOP JAM 2009

## Rules & Regulations

- Each game will last 20 minutes or 20 points, whichever comes first. (Ages 6-10—15 minutes or 15 points.)
- Each basket will count one point, with the three point shot counting for two points, free throws will be one point.
- In the event of a tie, overtime will be played to two points.
- Maximum four players per team, three players on court at any one time per team. Less than three players can start a game
- All roster changes must be completed before the start of the first game. (\$5.00 change fee.)
- Teams will be divided into divisions/brackets according to age and competition level. The tournament committee reserves the right to combine divisions as needed.
- Who can play? Participants between the ages of 6 and 17 as of 8-8-09
- Basket height: eight feet for grades 1 through 4, 10 feet for all other divisions.
- Ball size: 27" ball for 6-8 year olds, intermediate (28.5) for 10 and under boys and all girl divisions, official size for boys from 12 and under up through 18 and under.
- All game balls will be provided by Hoop Jam.
- Free throw distance will be 12 feet for ages 6-10; all others will be 15 feet.
- Each team will be allowed one one-minute time-out per game; no time-out in overtime.
- Free substitutions during "dead ball" only.
- No dunking allowed! Violation results in a technical foul.
- The ball will change possession after each basket, a ball out of bounds will be taken out and checked from the back court line, the ball will be "taken back" on each possession change; this means all three points (ball and both feet) behind the back court line (not the two point arc).
- NOTE: 2 & 2 rule: During the last two minutes of the game, ALL fouls are 2 shot fouls and possession changes to the team that fouled, regardless of whether 0, 1, or 2 foul shots are made. If foul is on a shot attempt, free throws are awarded whether basket is made or missed. NOTE: Foul shooter has 10 seconds to release foul shot.

NOTES: No jewelry of any kind.