

Hoop Jam Rules, Officials Pocket Sheet

Unless specifically addresses in Hoop Jam Rules, High School rules apply

Number of Players

- Games are played with 3 players
- Games may start with 2 players
- Maximum of 4 players on a roster
- Any number of players may complete the game

Court Dimensions/Ball Size

- Basket Heights: 8' for ages 8 & Under, 10' for all others
- Ball Size: 27.0" for 6-8 year old division
- Intermediate for all girls and boys 8-10 year olds
- Regulation for all others
Note: Team may agree on the ball to use, if no agreement, official Hoop Jam ball will be used
- Free Throw Line: 12' for 6-10 year olds, 15' for all others
- The basket structure, padding and all supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides shall be considered in-bounds

Game Times

- Team not ready to play at the scheduled game time will be given a 5-minute grace period before a forfeit is enforced

Possession/Jump Ball

- A coin toss will determine the first possession of the game; alternating possessions thereafter
- No jump balls

Scoring/Timing

- Inside the 19' arc – 1 pt, outside arc – 2 pts
- Free throws – 1 pt
- Games are played the first team to 20 points wins (1st – 4th grades 15 points) win by one
- Game time is 20 minutes (1st – 4th grades 15 minutes), running clock
- If at the end of regulation time no team has scored 20 (15) points, the team that leads by one or more points will be declared the winner

Overtime

- If the score is tied after time has expired, overtime will be played
- In overtime, the first team to score 2 points wins
- A coin toss will determine the first possession in overtime

Fouls

- Fouls including offensive fouls result in one free throw, except on successful field goals, in which case the basket counts and no free throw is awarded
- When fouled on a 2 pt. attempt, 2 free throws will be given
- No one will line up to rebound free throws
- After free throw attempt (make or miss) there is a change of possession
*Note: 2&2 Rule – During the last 2 minutes of the game all fouls are 2 shots and possession changes, if foul is on a shot attempt free throws are awarded whether basket is made or missed

Key Violations

- There will be NO “3 sec. in the key” violations

Jewelry

- No visible jewelry of any kind/must be taped except no studded rings, this is a safety issue

Intentional/Flagrant/Technical Fouls

- An intentional foul results in one free throw and possession of the ball
- A flagrant foul results in one free throw (or two if a 2 pt. attempt), possession of the ball and the ejection of the player committing the foul
- Hard foul rule may be called to discourage rough play in the most competitive divisions
- Technical fouls are 2 shots & keep possession
- 2 team unsportsmanlike technicals receives tournament ejection

Substitutions/Timeouts

- Substitutions may be made during any dead ball situation
- Each team is allowed 1 one-minute timeout
- No timeout during overtime

Ball Out-of-Bounds/Check-In

- The ball must be “checked” by the opposing player after all dead ball situations
- The ball must be passed from behind the 3-point line to begin play
- First pass from behind 3-point line begins play
- No defensive player may occupy area behind the 3-point line when the ball is being put into play

Change of Possession

- The ball will change possession after made baskets
- The ball must be passed or dribbled behind the 3-point line after each change of possession, regardless of whether or not a shot was attempted or a shot hit the rim. Failure to do so results in loss of possession and any made baskets
- No “free-backs”
- Taking-it back means all three points (ball and two feet) are behind the 3-point line

Dunking

- No dunking is allowed during warm-ups or during the game. Violations result in free throws and possession

Player Injury

- In case of injury, notify the court supervisor. If play has stopped because of injury, the player must be removed from the game at least until the next dead ball situation
- If a player has lost consciousness during the game, they will not be allowed to continue play. The block captain will address this issue.