

**12th Annual  
Hoop Dreams 3-on-3 Charity Basketball Tournament & Community  
Festival**

**OFFICIAL TOURNAMENT RULES**

**Spirit and Goals of the Hoop Dreams Tournament & Community Festival**

- Bring together people of all ages and communities from across the DC region for a day of fun, friendly competition and community spirit.
- Celebrate and honor the work of the students, mentors, volunteers and supporters of the Hoop Dreams Scholarship Fund.
- Raise funds and support for the scholarships, mentoring programs and other community efforts by the Hoop Dreams Scholarship Fund.

We thank all players and participants for joining in this great day of friendly competition and community spirit and ask that these positive goals are kept in mind at all times during Tournament games and activities.

**Tournament Format**

The 2007 Tournament will offer a new Round Robin format of play. This new format will offer more playing time, more competitive play, the chance for more teams to win, more prizes and an overall better playing experience. All skill levels are welcome. Professional referees will officiate each game. Tournament organizers, Head Referee and Tournament Commissioner/Judge reserve the sole right to revise the scoring, time limits and other rules as conditions warrant (for example adjustments to length and scoring rules for games in the event that weather requires the shortening of games). The following rules are basic to the Tournament. The Head Referee will have additional details on the rules that can be explained to Team Captains if necessary.

**1. Team Rosters**

Teams may have 3 to 5 players. Team captains must provide a complete roster of their 3 to 5 players, and no more than 5 players, prior to the start of the Tournament, consistent with the requirements of Tournament Registration. No changes can be made to the roster after team registration has been completed and prior to a team's first scheduled game. Each player may only be listed on one team roster and can only play on that team for the entire Tournament. Any violation involving a player playing on more than one team or joining another team after his/her earlier team has lost will lead to immediate disqualification of the player and any teams that player has played for at the Tournament. Note: Recognizing that some players may arrive late to the games, a player whose name is listed on the original team roster prior to the team's first game, but who is absent from the team's initial games, may play on that team at any time later in the Tournament. A player who is on the original team roster may also play in one or more games, be absent for some games and then return to still play on the same team later in the Tournament.

## 2. Waiver of Claim Signatures

All players must sign a Waiver of Claim form before the start of each game. You may also bring the waiver to the Player Registration Event on Wednesday, June 14th.

## 3. Official Player ID (NEW)

**Each player must carry a photo ID at all times while competing in the Tournament. Tournament officials reserve the right to ask to see any player's ID before the start of any game. Thank you for your cooperation. All players must wear the official tournament wristband bearing his or her team number while playing or enjoying tournament hospitality. This is your Player ID. The band may be worn at the ankle if a player prefers.**

## 4. Forfeits

A 10-minute forfeit rule will be enforced, unless a team's delay is due to other courts falling behind schedule or a delay required by game operations officials.

## 5. The Game

- a) Games will consist of a single 10-minute period. The clock will run continuously, unless the Referee asks for time to be stopped. In the final two minutes of the game or any applicable overtime period, the Game Clock shall stop on all time-outs and on all free throw situations. Timing will be further outlined under the section #6, "Time-Outs."
- b) There will be a professional Referee, a court supervisor, and a timekeeper at each court throughout the tournament. Before each game the Referee will explain court boundaries and any important emphasis on rules and player conduct. **NOTE that the Court Supervisor will also serve as the official scorekeeper in 2007. This is a change.**
- c) A three-minute warm-up period for all games is allowed with players ready to begin play after the Referee has indicated a "one-minute" warning.
- d) A coin toss will determine first possession. The team winning the toss shall have the right to accept or refuse the ball. If they refuse the ball, they shall receive first possession in overtime. If the defensive team causes a 'jump ball situation', then the possession shall go to the defense. If the defensive team causes a 'jump ball situation' during a loose ball, then the possession shall be awarded to the team who was on defense prior to the ball becoming loose. The ball will change possession after all made baskets ("loser's out"). The offensive team must check the ball to the Referee at the start of each possession.
- e) Overtime possession: The team on defense at the start of the game (regulation play) will get possession in overtime.
- f) The ball will be "taken back" beyond the 3-point line on every change of team possession before offensive possession play can begin (even on blocked shots,

air balls, and steals). Failure to take the ball back will result in loss of possession and any points resulting from that possession.

- g) Each team possession after a stoppage of play must start with the offense checking the ball to the Referee.
- h) A standard three-second time limit in the key will be enforced.

## **6. Time Outs**

Teams are allowed two 30 second-timeouts. **THE GAME CLOCK WILL NOT STOP FOR TIME-OUTS, EXCEPT IN THE LAST TWO MINUTES OF PLAY.** The clock may be stopped by Referee discretion at any time in event of injury, serious dispute, or other major problem. The clock will not be stopped in the last 2 minutes of the game except in the case of the following conditions: time-outs, out of bounds, violations, fouls, free throws, injuries, and disputes as judged reasonable by the Referee and Head Official. Time-outs not are permitted in overtime.

## **7. Substitutions**

Substitution is unlimited but permitted only when the ball is not in play. The Referee will approve substitution before play resumes. All subs must check in at the scorer's table and have the substitution approved by the Referee before entering the game.

## **8. Scoring**

Baskets are worth 1 point; Shots made from outside the "three-point" line are worth 2 points; Games are played to 11 points, win by 2, or to **10 minutes**, whichever comes first. Ties will be decided by an overtime playoff – first team to win by 2 wins the game. Possession in overtime is explained in rule #5.

## **9. Fouls**

Each foul is recorded as a team foul. Starting with the 7th team foul a free throw will be given to the offended player and if made or missed, the fouling team gains possession of the ball. All free throws are attempted with no other players on the court. After the 7th team foul, if a player on the opposing team is fouled in the "act of shooting" and makes the basket, the basket counts, a team foul is recorded, and a one free throw is given to the fouled player – the same foul shot rules then apply. If, in the act of shooting, a player is fouled but misses the shot, one free throw is given if the foul occurs inside the 3-point line and two free throws are given if the foul occurs outside the 3-point line. Technical fouls count as team fouls, and the offended team is awarded one free throw shot (by any player chosen by the team captain). After a technical foul, the possession will remain with the team who was in control prior to the technical being charged. If a technical foul is called during a 'loose-ball' situation, then the team who was in control prior to the technical being charged shall retain possession. A player will be ejected from the game if he/she receives two (2) technicals in the same game. If the foul is ruled flagrant, regardless of where it occurs on the court, two foul shots are awarded and the offended team keeps possession of the ball; and the player committing the flagrant foul **MAY BE EJECTED**, at the Referee's sole discretion, **FROM THE GAME**. At the Referee's discretion, recommendation may be given by the Referee to the Head

Referee for a decision on ejection of a player from the entire Tournament. Any “delay of game” by a team during the last 3 minutes of the game will result in a technical.

### **10. No Dunking**

In the interest of safety and to minimize damage to the equipment, there will be no dunking throughout the entire Tournament including the warm-ups and any overtime periods. Failure to observe this rule will result in a technical foul and failure to observe a warning on this will lead to consideration of ejection of the offending player from the Tournament

### **11. Proper Conduct**

The Team Captain is the sole representative for his/her team and will interact with tournament officials accordingly. All players will show appropriate respect for Referees and other Tournament officials. All players are expected to display good sportsmanship at all times. Inappropriate conduct will be dealt with immediately by Referee(s) and may result in ejection from the Game underway and if necessary, referral to the Head Referee regarding possible ejection of the player from the Tournament.

### **12. Appeals**

The officiating of Tournament Games is handled by Game Officials and players should not bring appeals or game-related disputes to HDSF Management, Staff or other Tournament organizers. Appeals on calls must be discussed with the Game Referee only by Team Captains. Appeals must be discussed in a civil manner. In the event of a significant appeal on a call, a flagrant foul situation that could lead to player ejection from the Tournament, or other such matter, the Game Referee will stop the game clock and have a Court Supervisor or other available event staff person notify the Head Referee of the dispute or appeal. The Head Referee and Game Referee will confer on the matter and make a decision. In the event of major disputes leading to a further appeal, the Game Referee, Head Referee and Tournament Commissioner/Judge will review the matter and make a final decision. While reviewing such a case, the Head Referee and Tournament Commissioner/Judge will notify Tournament management that an appeal is being reviewed. All decisions made after review by the Game Referee, Head Referee, and Tournament Commissioner/Judge are final and cannot be appealed to HDSF Management or Tournament organizers.

### **Thank you**

We thank all players and participants for joining us at the Hoop Dreams Tournament & Community Festival and for conducting themselves at times with a positive approach and spirit that befits the goals of the event.