



## EQUIPMENT & COURT SPECIFICATIONS

TOPIC	iHOOP NATION RULE
Size of Ball	Boys 3 <sup>rd</sup> -5 <sup>th</sup> & Girls Size 6 (28.5") Boys 6 <sup>th</sup> & up Size 7 (29.5")
Uniforms	<ul style="list-style-type: none"> <li>➤ Teams must have matching color uniforms with Numbers.</li> <li>➤ Home &amp; Away colors are recommended.</li> <li>➤ Home team wears lighter color.</li> <li>➤ Hard or dangerous materials will <b>NOT</b> be allowed at any time.</li> <li>➤ Jewelry of all types are <b>NOT</b> allowed during game play.</li> </ul>
Team Supplies	<ul style="list-style-type: none"> <li>➤ Must supply own basketball.</li> <li>➤ Must supply own medical supplies.</li> <li>➤ <b>RECOMMENDED</b> for teams to supply their own icepacks, as facilities do not always have available.</li> <li>➤ Medical Staff can be called as needed or requested.</li> </ul>
Roster	<ul style="list-style-type: none"> <li>➤ A Roster is recommended to be done on NSID, to avoid any forfeitures, without a roster verified through NSID only, any challenges of players will most likely end in a forfeiture.</li> <li>➤ Eligibility is Proof of Grade Level, and age only through NSID.</li> <li>➤ Any changes will require a new roster immediately.</li> <li>➤ Players may only play on one team per division.</li> <li>➤ Players may not play down unless otherwise approved by iHoop Nation Director prior to the start of the event.</li> <li>➤ <b>All decisions of the Eligibility Committee shall be final.</b></li> </ul>
Game Time Requirements	<ul style="list-style-type: none"> <li>➤ Fill out your score sheet with players names and numbers prior to the game starting time for each game. Score sheets are provided for you.</li> <li>➤ Providing a score-table operator to help with the clock, or book, unless otherwise noted prior to the event by iHoop Nation. Operator must be neutral.</li> <li>➤ Control all Players, Assistant Coaches, and Spectators behavior at all times.</li> <li>➤ Only the head coach can stand during the competition, speak with the officials, call timeouts.</li> </ul>

### **Coaches are responsible for all personnel attending the competition with their team not limited to, but including players, assistants, spectators**

- If a player or coach receives 2 technical fouls they are ejected from the current game and not allowed to play or coach the next game.
- Any spectators receiving a technical foul are ejected from the building and not allowed back for the rest of the event. Technical foul is given to the head coach and opponent is awarded 2 points. All coaches must sit for the remainder of the game, when bench or fans receive 1 technical foul.
- Teams receiving 3 or more technical fouls could forfeit the rest of the tournament. Tournament Director has the discretion to eliminate a team based on their behavior including spectators.
- Any violent/threatening behavior will result in forfeiture and possible banning of a team, along with the proper authorities will be notified. ZERO TOLERANCE is always in effect!



## GAME STRUCTURE

TOPIC	iHOOP NATION RULE
Warm-Up Time Length	Minimum of 3 minutes
Game Length	Two 20-minute Periods
Forfeiture of Game	<ul style="list-style-type: none"> <li>➤ Game time is forfeit time</li> <li>➤ Team must have at least 4 players to start the game, can continue with 3 players at coaches' discretion.</li> </ul>
Half-Time Length	2 minutes
Over Time Periods	2 minutes or first to score 5 points
Timeouts	<ul style="list-style-type: none"> <li>➤ Three Timeouts for the game</li> <li>➤ One 30-second Timeout awarded for each extra period</li> <li>➤ Unused timeouts do <b>NOT</b> carry over</li> </ul>
Pressing Defense	<ul style="list-style-type: none"> <li>➤ Pressing allowed throughout the competition</li> <li>➤ Leading team may <b>NOT</b> press when leading by 20 or more points.</li> <li>➤ High school teams have <b>NO</b> press limit.</li> </ul>
Clock Stoppage for ALL LEVELS	<ul style="list-style-type: none"> <li>➤ Clock Stops on all whistles last two minutes of second half only</li> <li>➤ Running clock during last two minutes of the second half if a team is up by 10 pts or more, must get the lead below 10 pts again to have stopped clock</li> </ul>
Advancement of the Ball	During the last 2-minutes of the 2 <sup>nd</sup> Half Only & OT periods, the offensive team may advance the ball to the front court on the sideline with the use of a timeout, only following a made basket (FG or Free throw) or immediately after a defensive rebound.
Technical Fouls	2 points awarded to opposite team, possession at Mid-Court
Flagrant & Intentional Fouls	2 points awarded to opposite team, possession at Spot of the Foul
Bonus Free Throws	2 free throw shots awarded on the 10 <sup>th</sup> team foul each quarter
Tie-Breaker info	Free Throws will be shot at end of regulation with lead under 15pts.