



EQUIPMENT & COURT SPECIFICATIONS

TOPIC	iHOOP NATION RULE
Size of Ball	Boys 3 rd -5 th & Girls Size 6 (28.5") Boys 6 th & up Size 7 (29.5")
Uniforms	<ul style="list-style-type: none"> ➤ Teams must have matching color uniforms with Numbers. ➤ Home & Away colors are recommended. ➤ Home team wears lighter color. ➤ Hard or dangerous materials will NOT be allowed at any time. ➤ Jewelry of all types are NOT allowed during game play.
Team Supplies	<ul style="list-style-type: none"> ➤ Must supply own basketball. ➤ Must supply own medical supplies. ➤ RECOMMENDED for teams to supply their own icepacks, as facilities do not always have available. ➤ Medical Staff can be called as needed or requested.
Roster	<ul style="list-style-type: none"> ➤ 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. ➤ Eligibility is Proof of Grade Level, and age only through NSID. ➤ Any changes will require a new roster immediately. ➤ Players may only play on one team per division. ➤ Players may not play down unless otherwise approved by iHoop Nation Director prior to the start of the event. ➤ All decisions of the Eligibility Committee shall be final.
Game Time Requirements	<ul style="list-style-type: none"> ➤ 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. ➤ 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. ➤ Control all Players, Assistant Coaches, and Spectators behavior at all times. ➤ Only the head coach can stand during the competition, speak with the officials, call timeouts.

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"> ➤ Game time is forfeit time ➤ Team must have at least 4 players to start the game, can continue with 3 players at coaches' discretion.
Half-Time Length	2 minutes
Over Time Periods	2 minutes or first to score 5 points
Timeouts	<ul style="list-style-type: none"> ➤ Three Timeouts for the game ➤ One 30-second Timeout awarded for each extra period ➤ Unused timeouts do NOT carry over
Pressing Defense	<ul style="list-style-type: none"> ➤ Pressing allowed throughout the competition ➤ Leading team may NOT press when leading by 20 or more points. ➤ High school teams have NO press limit.
Clock Stoppage for ALL LEVELS	<ul style="list-style-type: none"> ➤ Clock Stops on all whistles last two minutes of second half only ➤ 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
Advancement of the Ball	During the last 2-minutes of the 2 nd 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 th team foul each half
Tie-Breaker info	Free Throws will be shot at end of regulation with lead under 15pts.