



NEW ENGLAND'S ULTIMATE 3-ON-3 BASKETBALL TOURNEY AND FESTIVAL

HOOPLANDIA

RULES, REGULATIONS, SPORTSMANSHIP POLICY, DIVERSITY STATEMENT AND ADDITIONAL DETAILS

SPORTSMANSHIP POLICY

Hooplandia is about love of the great game of basketball and its birthplace, a community of players and fans and a special opportunity to gather for fun, friends and family. Sportsmanship is fundamental, anticipated and expected at this event, for players, fans, and affiliates. The team captain or designated coach (if any) is expected to assist with the behavior and conduct of all team players and followers and will be the sole spokesperson in case of appeals to Event Organizers and their at-game representative. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant Foul categories (see rule 11). Failure to comply with the spirit of Hooplandia, Eastern States Exposition or Naismith Memorial Basketball Hall of Fame, with acts such as fighting, taunting, intimidating, or verbally attacking a tournament official, player, or spectator may lead to removal of that player, team and/or spectator from the tournament. Local law enforcement representatives will be at the event and may result in additional sanctions or actions, reflecting their mission and local laws and codes. Any ejection from the entire tournament will result in a suspension from the next year's Hooplandia, at a minimum. Decisions made by tournament officials are final and are not subject to review by video or other recordings, or other sources.

DIVERSITY STATEMENT

Hooplandia provides an atmosphere that is diverse and inclusive and will not tolerate discrimination of any kind. Discriminatory remarks or actions from players, spectators or tournament officials may result in immediate expulsion from participating or watching the event and may result in removal from the event grounds or facilities.

1. Who Can Play

The tournament is open to players entering grades 2 through 12, as well as all adults. A designated coach is required for all youth teams. A player may participate on multiple teams within the same bracket.

2. Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3 may) complete a game.

3. Authorized Equipment & Apparel

No Player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger or forearm, including equipment made of hard leather, plastic, plaster or metal – even if the equipment is covered with a soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and clips will not be allowed. As always, Hooplandia retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate. SENTENCE ABOUT UNIFORMS?

4. Eligibility Issues

All high school and college players are encouraged to check with their coaches and /or athletic directors about participating in Hooplandia and the potential effects on their eligibility. Hooplandia is not responsible for



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determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

5. Bracket Types

Teams will be divided into tournament divisions and brackets, according to its players' ages or immediate upcoming school grades, heights, playing experience, and competition level, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a players' entry form data and to assign teams to divisions or brackets in its sole discretion. False information will be grounds for dismissal from the tournament. Each player in all brackets 7th grade and above must possess photo identification upon sign-in. Failure to do so will result in ejection. Failure to do so will result in ejection from the team roster. All teams are guaranteed a minimum of 3 games.

6. Basket Height

Baskets will be set at 7 feet high for grades 1 and 2, 8 feet for grades 3 and 4, and 10 feet high for all other brackets 5 grade and older.

7. Basketball Size

The junior ball (27.5") will be used in brackets consisting of players entering grades 1 and 2. The intermediate size ball (28.5") will be used for all female games and any male or co-ed games consisting of players entering grades 3 through 6. The full size ball (29.5") will be used for all male and co-ed brackets, 7 grade and older.

8. Free Throw Shooting Distance

The distance for free-throws will be 10 feet for brackets consisting of teams whose players are entering grades 1 through 4; the distance will be 15 feet for all other brackets.

9. Two-Point Shooting Distance

The distance for two-point shooting is 16 feet for brackets consisting of teams whose players are entering grades 1 through 6; the distance will be 19 feet for all other brackets.

10. Stealing the Ball

Players in all age categories may steal the ball when it is being passed. Brackets consisting of teams whose players are entering grades 1 through 4 will have a no-steal rule when players are either dribbling or holding the ball. Stealing in those situations will be allowed in all other brackets.

11. Fouls

In most brackets, the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. Court monitors will have the final call on if a foul is to be awarded. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will referee all games in brackets consisting of teams whose players are up to age 14. Players fouled behind the two-point arc, whether they are shooting or not, will be awarded two free throws, except on successful field goals, in which case the basket counts and no foul shots are awarded.



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a. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks and gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by Hooplandia on a case-by-case basis. The tournament official may also assess a technical foul if he/she determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

b. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on a tournament official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the observation if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

c. Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament. Technical, intentional, and flagrant fouls cannot be called by a player. A tournament official will make this call. Their decision is final.

d. Crowd Control

The Team Captains or the designated Parent/Coach are the only people, other than the Players, whom are permitted to address the Court Monitor. Any Fans or Parents whom negatively address a Court Monitor, Marshal or Tournament Official shall be assessed a technical foul to their team.

12. Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team (see rules 11a).

13. Which Team Receives the Ball First

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

14. Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count as two points. The first team to 20 points is the winner (see rule 15 for exceptions).



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15. Length of Game – All Divisions (excluding the elite divisions)

Brackets of players in 7th grade or older:

The first team to reach 20 points within 25 minutes of play is declared the winner. Games are “straight” – winning teams do not need a margin of 2 points or greater. The 25-minute clock is stopped during team time-outs, if a tournament official stops play (such as an injury) or, for another unusual circumstance. If neither team reaches 20 in 25 minutes, the tournament official shall stop play.

If a score of 20 is not achieved in 25 minutes:

- The team with the lead shall be declared the winner
- If the teams are tied, overtime will be played. The first team to score a total of two new points shall be declared the winner.
- Exceptions – in all Elite Divisions, all games will go to 20 points. In games for ages 12 and under, overtime shall be sudden death; next basket wins.
- Coin toss determines who gets the ball out of bounds to start overtime.

Brackets of players in grades 3 through 6:

The length of game is 20 minutes or first team to score twenty points, whichever comes first. If a score of 20 is not achieved within 20 minutes, the team in the lead shall be declared the winner. Only if the teams are tied will an overtime session be played. In overtime, sudden death will be played, meaning the first team to score shall be declared the winner.

Brackets of players in grades 1 and 2:

The length of game is 15-minutes or first team to score twenty points, whichever comes first. If a score of 20 is not achieved within 15 minutes, the team in the lead shall be declared the winner. Only if the teams are tied will an overtime session be played. In overtime, a sudden death free throw contest will determine the winner. Teams will alternate shooting free throws until one team makes their shot and the other team misses their shot. A team does not need to alternate free throw shooters if the overtime contest lasts for two or more rounds.

16. Checked Ball

The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the dashed take back line and not the out of bounds or end line. As always, the ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc. In games consisting of players entering grades 1 through 4, the initial pass, if made behind the free-throwline extended, may not be contested by the opposing team. If the initial pass is made in front of the free-throw line extended, towards the basket, full defense may be played.

17. Change of Possession

The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls (see rule 11 a, b, c). There will be no “make it, take it” rule.



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18. Taking It Back

The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the dashed “take-back” line, not the sidelines or 2-point arc.

19. Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the back-court line.

20. Boundaries

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.

21. Jump Ball

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

22. Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a Technical foul.

23. Substitutions

Substitutions may only be made during a time-out or a “dead ball” situation.

24. Time-Out

Each team is allowed a single one-minute time-out per game. The clock will stop running during a time-out.

25. Player Injury

A tournament official has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, Hooplandia may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

26. Game Times

All printed schedules are effective through only the first game for all teams. Following the tournament's first game each team is required to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Hooplandia shall not be responsible for any games lost due to forfeits. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances, team entry fees will not be refunded.



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The Fine Print

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Hooplandia officials also reserve the right to disqualify any player and /or team for infractions of tournament polices, including the following:

Use of Illegal Players

The players listed on the team entry form as accepted by Hooplandia are the only ones eligible for play on that team. Player changes must be updated before they play and accepted by tournament officials. Any team using a player not properly registered will be disqualified from the tournament. Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

False Information

Information provided on a team entry form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

Hooplandia officials reserve the right to make any modifications to these rules and regulations in its sole and absolute discretion.