



NORTHEAST'S ULTIMATE 3X3 BASKETBALL TOURNEY + 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 the Basketball Advisory Committee (BAC) 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 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 next year's Hooplandia, at a minimum. Decisions made by the BAC or other appropriate tournament staff 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 staff/volunteers 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 K through 12, as well as all adults. A designated coach is required for all youth teams. A player may play on multiple teams within the same bracket, however, Hooplandia is not responsible for any scheduling conflicts that may occur.

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. Teams can add or change a player online until Tuesday, June 17 by signing into the account that was created to register their team. After Tuesday, June 17 teams can add or change a player by filling out a form online at Hooplandia.com. Adding or changing a player after Tuesday, June 17 will result in a \$25 fee. ***There will be no ability to add or change a player after 8am on Saturday, June 21.***

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, the BAC retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate. All team jerseys must match and include a clearly visible number on the back. The BAC reserves the right to make changes as needed.



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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. The BAC and any other tournament staff are not responsible for determining a particular athlete's eligibility under the National Collegiate Athletic Association or applicable high school association rules.

5. Bracket Types

Teams will be divided into tournament divisions and brackets by 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. Players aged 18 and above must possess valid photo identification upon check-in; players under 18 years of age who do not have valid photo identification must be verified by a parent/guardian or coach. Failure to do so will result in ejection from the team roster. All teams are scheduled for a minimum of 3 games.

6. Basket Height

Baskets will be set at 8 feet high for 7U and 8U, and 10 feet high for all other brackets 9U and older.

7. Basketball Size

The junior ball (27.5") will be used in brackets consisting of players in the 6-year-old 7U and 8U. The intermediate size ball (28.5") will be used for all female games and any male or co-ed games consisting of players 9U-11U. The full-size ball (29.5") will be used for all male and co-ed brackets, 12U and older.

8. Free Throw Shooting Distance

The distance for free-throws will be 10 feet for brackets consisting of teams whose players are 7U and 8U; 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 7U and 8U; the distance will be 19 feet for all other brackets.

10. Stealing the Ball

Players in all divisions categories may steal the ball when it is being passed. Brackets consisting of teams whose players are 6 years old or in the 7U and 8U divisions 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 all brackets Officials will call the fouls happening during play. Officials have the final call on a foul and what team it will be awarded to. 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.

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. Officials will



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referee all games. If a referee is late or absent Scorekeepers or other staff/volunteers designated by the BAC will be appointed as officials for brackets consisting of players who are grade 8 through adults. For teams with players that are in brackets consisting of 7U-11U a Scorekeeper or other staff/volunteer designated by the BAC may be appointment; should there be no appointee the opposing coaches must agree on a substitute official, or the game will be forfeited.

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 an 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 the BAC on a case-by-case basis. The Official may also assess a technical foul if they determine that the team is stalling in the interest of preserving a winning margin. A technical foul will result 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 an 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. Intentional fouls result 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, kneeing, 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. Flagrant fouls result in one point awarded to 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; the Official will make this call. The Official's decision is final.

d. Crowd Control

The Team Captains or the designated Parent/Coach are the only people, other than the players, who are permitted to address the Official. Any fans or parents who negatively address an 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).



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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 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).

Forfeitures: A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

Team Standings: Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
3. Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those three steps, standings will be determined by a coin toss.

15. Length of Game

Brackets of players 10U and 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 the Official stops play (such as an injury) or, for another unusual circumstance. If neither team reaches 20 in 25 minutes, the 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.
- Coin toss determines who gets the ball out of bounds to start overtime.

Brackets of players 9U and under:

The length of game is 20 minutes or the 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.

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 K 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.



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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.

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.



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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

An Official or other tournament staff 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, the BAC 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

For all official schedules, times, courts, revisions, and general game information teams should check the Exposure Events App, www.Hooplandia.com or at Basketball Customer Service locations throughout the event. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 10-minute grace period before a forfeit is enforced. The BAC 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.

PLEASE NOTE: All games on Sunday will follow a single elimination format and begin promptly at 9:00 AM. If a team is unable to make their first scheduled game, it will be counted as their single elimination game, and they will forfeit the remainder of the tournament. No rescheduling will be permitted.

The Fine Print

The BAC or other designated tournament staff shall have the power to make decisions on any points not



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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. The BAC also reserves the right to disqualify any player and /or team for infractions of tournament policies, including the following:

Use of Illegal Players

The players listed on the team entry are the only ones eligible to play on that team. Player changes must be updated by 8am Saturday, June 21 or they will not be accepted by tournament officials. Any team using a player not properly registered will be disqualified from the tournament. 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.

The BAC reserves the right to make any modifications to these rules and regulations in its sole and absolute discretion.



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