

2024 HOPKINS ROYAL RUMBLE TOURNAMENT RULES

Rules will be according to the current basketball rule book governed by the National Federation of State High School Associations- with the following additions and exceptions:

1. HOME/ VISITOR: The **HOME** team is the FIRST team listed on the pool schedule or TOP team listed on the bracket schedule. The HOME team will supply the game ball and wear their DARK uniform color.
2. VOLUNTEERS: The **HOME** team is responsible for providing a score keeper to keep the official score sheet for the game. The score keeper must sit at the scorer's table and must use the official score sheet provided for the game. The **VISITING** team will provide a clock operator. The score keeper and clock operator are considered part of the game management team and must remain impartial and non-vocal at all times.
3. PLAYERS: A team must have at least 5 players to start a game. Teams (with a minimum of 5 players) not on the floor within 5 minutes after the scheduled starting time will forfeit.
 - a) A player is disqualified after their 5th foul unless the team would not be able to field 5 players. In such case, the player with 5 fouls may remain in the game, but subsequent fouls on that player will result in the fouled team being awarded a technical foul (refer to Rule 12), their regular foul shot(s), and the ball.
 - b) In all grades, a coach may use a younger player, but that player may not play on more than 1 team in the tournament. Please contact Tournament Director to request an exception due to insufficient roster numbers.
4. GAME TIME: All games will be 14-MINUTE STOP-TIME HALVES. If a 20-point lead is attained in the final 9 minutes of the second half, the game clock will be running time except for injuries and time-outs. Stop time will be reinstated if the lead goes to 10 points or below.
5. WARM-UP/ HALFTIME: Halftime will be 3 minutes. Warm-up time will be 5 minutes as time allows. A game may start as much as, but not more than 10 minutes before its scheduled start time based on court availability.
6. OVERTIME: If a game is tied at the end of the second half, a 2-minute stop-time overtime period will be played. If still tied after the 2-minute overtime period, a "sudden victory" period will follow, with the winner being the first team to score after the jump ball.
7. 3-POINTERS: The 3-point shot rule will apply at all grade levels whenever the floor is so marked.
8. POOL PLAY TIE BREAKER:
 - a) **Two Teams Tied:** In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner.
 - b) **Three or More Teams Tied:**
Step One: If more than two teams are tied, a point differential tie breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. *Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation. Note: All forfeits are scored 15-0.*
Step Two: Once the pool play winner has been determine via the point differential method, the tie between the remaining two teams shall be broken based on head-to-head competition.

Step Three: If more than two teams are still tied after the application of Step Two, a three-way flip of a coin shall break the tie, with the odd team being declared the pool winner. The tie between two remaining teams shall be broken based on the results of their head-to-head competition.

9. BONUS: Bonus free throws (one-and one) are to be shot on the 7th team foul of each half. Starting with the 10th team foul of each half, 2 free throws are awarded.
10. TIMEOUTS: Each team receives three (3) timeouts per game. Timeouts do not carry over to any overtime period. Teams will receive one (1) timeout per overtime period.
11. DEFENSE/ PRESSING:
 - a) 3rd/ 4th Grade: No zone or trap defenses are allowed (man-to-man defense only). No full-court defense is allowed at any time. First violation of these rules will result in a warning. Second or subsequent violations of these rules will result in a technical foul.
 - b) 5th Grade: No zone or trap defenses are allowed (man-to-man defense only). Full-court defense is permitted at any time and must be man-to-man (no full-court zone or trap defenses permitted). Teams may NOT use full-court defenses (presses) if they are ahead of their opponent by 20 or more points. First violation of these rules will result in a warning. Second or subsequent violations of these rules will result in a technical foul.
 - c) 6th Grade and Above: No restrictions on the type of full-court or half-court defenses, except that teams may NOT use full-court defenses (presses) if they are ahead of their opponent by 20 or more points. First violation of this rule will result in a warning. Second or subsequent violations of this rule will result in a technical foul.
12. TECHNICAL FOULS: Two (2) points and possession of the ball will be automatically awarded on a technical foul (no free throws will be shot).
13. FEE THROWS: 12-foot distance for 3rd/ 4th Grade. Standard 15-foot distance for 5th- 8th Grades.
14. BASKETBALL SIZES:
 - a) 3rd/ 4th Grade will use 27.5" basketball
 - b) 5th and 6th Grade will use 28.5" basketball
 - c) 7th and 8th Grade will use 29.5" basketball
15. EJECTION POLICY: Any coach, player or spectator that is ejected from a contest will be disqualified from participation in that game and the next game.
16. PROTESTS/ SPORTSMANSHIP:
 - a) No protests will be considered. All decisions will be made by the officials on the floor.
 - b) Coaches are responsible for their actions and the actions of their players and fans. Inappropriate behavior will not be tolerated. Officials have the authority to forfeit games, if necessary, because of unsportsmanlike conduct.
 - c) The Tournament Director reserves the right to remove from the tournament premises or refuse admission to any individual displaying inappropriate behavior.