

Summer Disney Hoop Challenge

Tournament Game Rules

- All players MUST participate with original team roster in the first, second, and third round of tournament play to claim/qualify for the first-place championship Disney tickets (up to 750.00 per team). NO add-on players in later rounds. Violators will be disqualified. The championship prize will go to the runner-up team if team(s) violate the NO add-on player(s) rule.
- Player(s) can ONLY play for ONE team. Player(s) can NOT play in multiple divisions.
- All players must check-in before the first round (tournament game) to qualify for the later rounds of the tournament.
- Age Eligibility:
 - **9 & Under Division** An athlete can be no older than 9 on or before August 31, 2023
 - **10 & Under Division** An athlete can be no older than 10 on or before August 31, 2023
 - **11 & Under Division** An athlete can be no older than 11 on or before August 31, 2023
 - **12 & Under Division** An athlete can be no older than 12 on or before August 31, 2023
 - **13 & Under Division** An athlete can be no older than 13 on or before August 31, 2023
 - **14 & Under Division** An athlete can be no older than 14 on or before August 31, 2023
- Grade Eligibility:
 - **3rd Grade** An athlete must be in the 3rd grade or below as of October 1, 2023 and can be no older than 10 on or before August 31, 2024
 - **4th Grade** An athlete must be in the 4th grade or below as of October 1, 2023 and can be no older than 11 on or before August 31, 2024
 - **5th Grade** An athlete must be in the 5th grade or below as of October 1, 2023 and can be no older than 12 on or before August 31, 2024
 - **6th Grade** An athlete must be in the 6th grade or below as of October 1, 2023 and can be no older than 13 on or before August 31, 2024
 - **7th Grade** An athlete must be in the 7th grade or below as of October 1, 2023 and can be no older than 14 on or before August 31, 2024
 - **8th Grade** An athlete must be in the 8th grade or below as of October 1, 2023 and can be no older than 15 on or before August 31, 2024
- All games will consist of two 20—minute halves.
- All games will be running clock unless game is within 10 pts or fewer in the final two minutes of the game in which a stop clock will be used.
- Teams will be in single bonus at seven (7) team fouls and will shoot one-and-one at 7 fouls. When a team reaches ten (10) team fouls for the half, the other team will shoot double bonus.
- Each team receives three (3) full timeouts per game and one additional timeout per overtime. Unused timeouts do NOT carry into overtime periods.
- Individual player foul-out after five (5) personal fouls.
- Overtime periods will be two-minute stop clock time. If there is a third overtime period, the game will go into sudden death play (first team to score would win).
- In all divisions, players may enter the lane when the ball is released out of the shooter's hand (free-throws).

- The HOME team is responsible for providing the game ball.
- ONLY one coach is allowed to stand at a time per team and must stay in the designated coaching box. A coach does not need to sit after their first technical. A coach will be ejected if they receive a second technical.
- All boys' divisions 6th grade/ 12U and up will use the full size 29.5 regulation basketball. All girls' divisions, and boys' divisions in 5th grade and below will use the 28.5 size basketball.
- Jewelry including necklaces, rings, and metal bracelets are not permitted. Stud earrings are only permitted if they are properly taped and as long as the official can confirm that they do not pose a risk for harm or injury.
- Any team which does not have five players (or their head coach) by the start of the game will be given a grace period of five (5) minutes before the game starts. After five (5) minutes, the team may choose to play with four players, utilize an assistant coach or parent to supervise the players/kids, or FVB/CLAVA reserves the right to enforce a forfeit.
- In the event of a two-way tie in pool play, the tie will be determined by the head-to-head outcome between the teams. In the event of a three-way tie, the tie will be determined by point differential with a maximum +/- of 15 points in any one game and only games against teams involved in the tie will be factored in. If there is a tie in point margin differential between two teams within the three-way tie, head-to-head will be used to determine which of the two teams advances. In the event that point differential does not break the tie between any of the teams (three or more teams), the tie between these remaining teams only will be determined by least points allowed against all of the teams involved in the tie.
- For any game that results in a forfeit, the score will be 15-0. The winning team receives a +15 and losing team receives a -15.