

## Wise Hoops Rules and Regulations

1. Wise Hoops is a double elimination tournament. This includes a championship situation. If a division consists of only two teams, a best two out of three games will be played to determine the winner.
2. Teams are divided by age. Falsified information will result in dismissal from tournament. Entry fee will not be refunded.
3. Teams consist of four players (one serving as a substitute). Games may be started and completed with only two players, but not just one. In coed play, one female player must be on the court at all times.
4. No roster changes will be allowed after the first scheduled game.
5. A coin toss will determine possession at the beginning of the game. The team that wins the toss has the choice to start with the ball or defer possession to the opposing team. In the event of a tie at the end of the time limit, the team that did not begin the game with possession has starting possession.
6. Jump balls always go to the team on defense.
7. Substitution is unlimited, but only when the ball is not in play.
8. No dunking is allowed in practice. Dunking is permitted only in official play. Anyone caught dunking in a non-game situation may be disqualified from further participation.
9. The ball changes possession after each made basket. No "make it, take it."
10. The ball must clear the 3-point line on each change of possession. Failure to do so will result in the loss of possession and any points resulting from that possession.
11. The opposing player must check the ball before it is put into play after a basket is scored and after all dead balls. The person who checks must pass first.
12. Each basket counts as one (1) point. If a basket is made from behind the 3-point line, it counts as two (2) points.
13. All adult games will be played to sixteen points or twenty minutes, whichever comes first. **You must win by two.** If a game is ended in twenty minutes in a tie, the teams will play sudden death overtime. (You do not have to win by two during sudden death overtime.)
14. All youth games (8<sup>th</sup> grade and under) will be played to thirteen points or fifteen minutes, whichever comes first. **You must win by two.** If a game is ended in fifteen minutes in a tie, the teams will play sudden death overtime. (You do not have to win by two during sudden death overtime.)
15. A five-minute forfeit allowance will be enforced.
16. Fighting, misconduct, or abusive behavior will result in disqualification of that player for the remainder of the tournament. This includes abusive language and name calling towards other players, referees, DJWC members, or fans.
17. Each team is allowed one 60 second time out. Game clock will not stop unless there is under 2 minutes of play left.
18. A flagrant foul or intentional foul called by the referee will result in a free throw attempt, and the team retains possession of the ball. A warning is also issued. A second offense by a player may result in dismissal from the tournament.
19. On the seventh team foul, teams will shoot one free throw for all "shooting fouls." On the tenth team foul, one free throw is awarded for all fouls.
20. No stalling is permitted.
21. Over the top of the backboard and all goal supports are out of bounds. The top, side, and bottom of the backboard are in bounds.
22. The team captain may protest a call to the referee. Once the referee makes a decision and play resumes, the decision is final. Excessive arguing will result in a technical foul (one free throw and possession of the ball).
23. The referee may also be the official scorer and may keep track of team fouls. The referee's decision is final. **NO EXCEPTIONS.**
24. No jewelry is to be worn during play.
25. In case of open wounds, cuts, or lacerations, the afflicted player must be removed from play until medical treatment is applied.