

2010-2011 Cupertino Hoops Tourney Rules

4th-5th Boys & 4th-6th Girls

Basic	
Playing Time	<p>Everyone plays at least half the game (20 minutes), if possible If more than 10 players, no player shall play more than half the game (20 minutes) and no player will play less than 15 minutes of the game If 7 or more players, no player may play an entire half without sitting out for at least 5 minutes. If there are less than 10 players, the difference between the player who plays the most to the player who plays the least is 5 minutes or less Playing will be monitored; violations will result in forfeit of game!</p>
Substitutions	With 10 players or less, substitutions may only be made at 5 min intervals
Defense	No restrictions, except: Girls: No backcourt defense allowed at any time
Coaches	Only one coach may stand up at a time
Ball Size	28.5"
Home Team Duties	Provide scoreboard operator and game ball
Under Shirts	Color of shirts under jerseys must either match the jersey color or be the same for the entire team. Each violation will result in 1 technical free (but not possession).
Free Throws	
General and Bonus	No automatic points for free throws during the Tourney
Distance	13½ feet
Technical fouls	In general, 2 free throws (exceptions are for Mercy Rule and Under Shirt Violation - 1 free throw) and possession
Half time Free Throws	One for <u>every</u> player <u>present</u>
Disqualification	
Personal Fouls	5 in a game
Technical Fouls on Player	2 in one game leads to disqualification for current and next game
Technical Fouls on Coach	1 in one game leads to disqualification for current and next game 2 in a season leads to disqualification for remainder of season
Timing	
Game Duration	Two 20min halves; Running clock (even during substitutions) Stopped clock last 2mins of 2 nd Half if lead is 10pts or less
Half-time Break	5mins after free throws taken
Time outs	1min 2 per team per half
Overtime	
General	1 time out per team per overtime period Fouls and bonus free throws carry over

	No minimum playing time per player
First Overtime	2mins; Stopped clock
Second Overtime	1 minute; Stopped clock
Sudden Death	First team that score 3 points wins
Borrowing Players	
	Not allowed
Mercy Rules	
No. 1	No backcourt pressure by a team leading by more than 10pts After one warning, violation will result in a 1 shot technical foul (losing team retains possession)
No. 2	When a team is up by 20pts or more, it must play man-to-man defense and only inside the 3pt line with no double-teaming After one warning, violation will result in a 1 shot technical foul (losing team retains possession).
No. 3	When a team is up by 20pts or more, the scoreboard may be zero'd out for the remainder of the game if the losing team's coach approves

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6th-8th Boys & 6th-8th Girls

Basic	
Playing Time	<p>Everyone plays at least half the game (20 minutes), if possible If more than 10 players, no player shall play more than half the game (20 minutes) and no player will play less than 15 minutes of the game</p> <p>If 7 or more players, no player may play an entire half without sitting out for at least 5 minutes. If there are less than 10 players, the difference between the player who plays the most to the player who plays the least is 5 minutes or less</p> <p>Playing will be monitored; violations will result in forfeit of game!</p>
Substitutions	With 10 players or less, substitutions may only be made at 5 min intervals
Defense	No restrictions
Coaches	Only one coach may stand up at a time
Ball Size	29.5" for boys 28.5" for girls
Home Team Duties	Provide scoreboard operator and game ball
Under Shirts	Color of shirts under jerseys must either match the jersey color or be the same for the entire team. Each violation will result in 1 technical free (but not possession).
Free Throws	
General and Bonus	No automatic points for free throws during the Tourney
Distance	15 feet
Technical fouls	In general, 2 free throws (exceptions are for Mercy Rule and Under Shirt Violation - 1 free throw) and possession
Half time Free Throws	None
Disqualification	
Personal Fouls	5 in a game
Technical Fouls on Player	2 in one game leads to disqualification for current and next game
Technical Fouls on Coach	1 in one game leads to disqualification for current and next game 2 in a season leads to disqualification for remainder of season
Timing	
Game Duration	Two 20min halves; Running clock (even during substitutions) Stopped clock last 2mins of 2 nd Half if lead is 10pts or less
Half-time Break	5mins
Time outs	1min; 2 per team per half
Overtime	
General	1 time out per team per overtime period Fouls and bonus free throws carry over

	No minimum playing time per player
First Overtime	2mins; Stopped clock
Second Overtime	1 minute; Stopped clock
Sudden Death	First team that score 3 points wins
Borrowing Players	
	Not allowed
Mercy Rules	
No. 1	No backcourt pressure by a team leading by more than 15pts After one warning, violation will result in a 1 shot technical foul (losing team retains possession)
No. 2	When a team is up by 20pts or more, it must play man-to-man defense and only inside the 3pt line with no double-teaming After one warning, violation will result in a 1 shot technical foul (losing team retains possession).
No. 3	When a team is up by 20pts or more, the scoreboard may be zero'd out for the remainder of the game if the losing team's coach approves