

Cupertino Hoops Tourney Rules

*** General ***

Cupertino Hoops abides by the NFHS Basketball Rules. Exceptions are listed below.

Basic	
Playing Time (see Overtime section for exceptions)	<p>The basic rule is that ALL players play 10 mins in each half. With more or less than 10 players, coaches are encouraged to balance playing time as evenly as possible. Here are the minimum requirements:</p> <ul style="list-style-type: none"> ▪ 12 players: 8 players play only 5 mins in either the first or second half. ▪ 11 players: 4 players play only 5 mins in either the first or second half. ▪ 9 players: 4 players play an additional 5 mins in either the first or second half. ▪ 8 players: All players play an additional 5 mins in either the first or second half. ▪ 7 players: 3 players play an additional 5 mins in either the first or second half. 5 players play an additional 5 mins in both the first and second half. ▪ 6 players: 2 players play an additional 5 mins in both the first and second half. 4 players play an additional 10 mins in one half and 5 mins in the other half. <p>Examples:</p> <ul style="list-style-type: none"> ▪ 10 or more players: no player may be on the court for more than 10 mins each half. ▪ 8 or 9 players: no player can play more than 25 mins (15 mins one half, 10 mins the other). ▪ 7 players: no player can play more than 30 mins (15 mins per half). ▪ 6 players: no player may play the entire game. <p>If a player arrives late or leaves early, the player's on-the-court time shall either be distributed to other players per the rules above or be "squeezed" into the time that he/she is present. If a player gets sick or injured or receives a "cooling off" period by the referee, the player's on-the-court time shall be distributed to other players per the rules. The coach shall inform the refs and opposing coach of this situation.</p> <p>A player shall not play less than the minimum playing time due to foul trouble.</p>
Substitutions (see Overtime section for exceptions)	<p>Referees will stop play to allow teams to quickly sub at 5 min intervals throughout the game.</p> <p>For teams with 11 or more players, referees will allow subbing at 2.5 min intervals upon request from the coach.</p> <p>Aside from the reasons listed in the Playing Time section, there shall be NO subbing other than during 5 min (and, if applicable, 2.5 min) intervals.</p> <p>If substitutions take too long, the referee will charge a time out to the offending team.</p>
Coaches	<p>All coaching must be done from the coaching box.</p> <p>Only the head coach may speak to the referees.</p> <p>Only one coach may stand up in the coaching box at a given time.</p>
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 pt for the opposing team (but not possession).
Free Throws	
General and Bonus	Prior to the last 2 mins of the game, the max amount of free throws shot will be

	<p>one. A player fouled on a shot will get 1 pt automatically, and shoot one free throw. On a 3 pt attempt, the player will get 2 pts automatically, and shoot one free throw. On a shot attempt that goes in, the player will get the basket and one additional point automatically and not have to shoot free throws.</p> <p>A team will reach the bonus when their opponent has committed 7 fouls in a half. On the 7th thru 9th fouls, the player fouled will shoot one shot. If he makes it, he will be awarded 2 pts. If he misses it, he gets no points.</p> <p>A team will reach the double bonus when their opponent has committed 10 fouls in a half. On the 10th foul and thereafter, the player fouled will shoot one shot after being awarded 1 pt.</p>
End of 2 nd Half and During Overtime	In the last 2 mins of the 2nd half and during overtime periods, we revert back to High School free-throw shooting rules if the score differential is 10 points or less.
Technical and Intentional Fouls	1 pt plus 1 free throw (exceptions are for Mercy Rules – 1 pt) and possession
Disqualification	
Personal Fouls	5 in a game Opposing coach may choose to let a player with 5 or more fouls to continue playing. Referees to ask opposing coach to make decision when a player fouls out.
Technical Fouls on Player	2 in one game results in disqualification for current and next game
Technical Fouls on Coach	1 in one game results in disqualification for current and next game The 2 nd results in disqualification for remainder of Tourney
Timing	
Game Duration	Two 20 min halves; Running clock (even during substitutions) Stopped clock last 2 mins of 2 nd Half if lead is 10 pts or less
Half-time Break	5 mins (including Half-time Free Throws)
Time outs	1 min 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 Free substitutions are allowed
First Overtime	2 mins; Stopped clock
Second Overtime	1 min; Stopped clock
Sudden Death	First team that scores 3 points wins
Borrowing Players	
	Not allowed
Mercy Rules	
No. 1	When the score differential is 20 pts or more, the scoreboard may be zero'd out for the remainder of the game if the losing team's coach approves. In addition, the winning team must play man-to-man defense and only inside the 3 pt line with no double-teaming for the remainder of the game. After one warning, violation will result in a 1 shot technical foul (losing team retains possession).
No. 2	When the score differential is 20 pts or more, the losing team's coach can opt to play by normal rules and waive No. 1.
No. 3	No backcourt pressure by a team leading by more than 15 pts. After one warning, violation will result in a 1 shot technical foul (losing team

	retains possession).
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**Rules Specific to
4th-5th Boys & 4th-5th Girls**

Basic	
Defense	No restrictions, except: Girls: No backcourt defense allowed at any time.
Ball Size	28.5"
Free Throws	
Distance	13½ feet (for girls, shooter may land on or past the line, but cannot be the first player to touch the rebound)
Half-time Free Throws	One for <u>every</u> player present (including injured players)

**Rules Specific to
6th-8th Boys & Mostly 6th Girls & 6th-8th Girls**

Basic	
Defense	No restrictions, except: No backcourt defense if leading by more than 15pts
Ball Size	29.5" for boys 28.5" for girls
Free Throws	
Distance	15 feet
Half-time Free Throws	None