**10th Annual Hoopz Summer Championships**

**COACHES PACKET**

**Welcome**

We are excited to host you and your teams as part of our 10th Annual Hoopz Summer Championships in Gatlinburg TN. Please print and review the rules and pass along the information to your teams and parents.

Please arrive approximately 30 minutes prior to your first game to submit your roster and receive coaches’ armbands. Three coaches or 2 coaches and a bookkeeper will be issued passes for the tournament. Armbands must be on the coach’s wrist for the duration of the tournament. If a coach loses his or her wrist band, the coach must pay regular daily admission to enter the gym (no exceptions). All players must be in uniform to enter the playing area. Only players listed on the roster are allowed to sit on the bench. Spectators will sit in their designated area.

A team picture will be taken during registration with ZR Photo. This is mandatory and must be done before your first game. All players and coaches must be in attendance at registration. Admission for spectators will be cash only and weekend passes will be available.

**Things To Remember**

We expect all coaches, team representatives, and attendees to conduct themselves in a first-class and respectful manner. Any coaches, players, or team representatives acting out of line (i.e. fighting, berating officials, making a scene, ect.) will be asked to leave the tournament with no re-admittance for the duration of the tournament. We are here to have a positive impact on the players and show them good sportsmanship.

We look forward to the opportunity to serve you and create a tournament experience you won’t forget. If there is anything we can do for you, don’t hesitate to contact the tournament director, George Gray at (931) 218-0682.

**Tournament Rules**

**Official Rules**
Game play rules will remain consistent with the NHFS (National Federation of State High School Associations) rules and regulation of play.

**Game Time Rules**
Warm-Up: Before the start of the game, each team will utilize one half-court for a five (5) minute warm-up. At the end of the five (5) minute warm-up, the scheduled game will begin.

|  |  |  |  |
| --- | --- | --- | --- |
| Division | Quarters/Halves | Halftime/Warm-up | Overtime |
| Boys and Girls2nd & 3rd Grade | Boys – 14 Minute HalvesGirls – 14 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls4th Grade | Boys – 14 Minute HalvesGirls – 14 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls5th Grade | Boys – 14 Minute HalvesGirls – 14 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls6th Grade | Boys – 14 Minute HalvesGirls – 14 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls7th Grade | Boys – 14 Minute HalvesGirls – 14 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls8th Grade | Boys – 14 Minute HalvesGirls – 14 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls9th Grade | Boys – 16 Minute HalvesGirls – 16 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls10th Grade | Boys – 16 Minute HalvesGirls – 16 Minute Halves | 5 Minutes | 3 Minute Overtime |
| Boys and Girls 11th & 12th Grade | Boys – 16 Minute HalvesGirls – 16 Minute Halves | 5 Minutes | 3 Minute Overtime |

**Playing Times:

Score Book:** The Home team must provide someone to keep scorebook. The Home team will be indicated by the first team listed in pool play and the top team in bracket play. The official scorekeeper and official clock-keeper will be the only two individuals allowed at the scorer’s table during the game. The scorekeeper should only be keeping the official score sheet and not supplemental sheets for any team.

**Timeouts:** There will be three timeouts awarded per game: 3 full timeouts. Only one timeout will be awarded during overtime.

**Late Arrivals**: Games may start early so please arrive at least 30 minutes prior to you scheduled game. If a team is late for their game, the opposing team will be given two points for every minute they are late. A forfeited match will be given for being 10 minutes late. If the team arrives before the 10 minute mark no extra time will be given to warm up.

**Running Clock:** During normal play, the clock will stop on all whistles. Once a team has acquired a 20 point lead, there will be a continuously running clock; in order to reestablish regulation clock, the opposing team must bring the lead back to within 15 points. The game will be called if any team is behind by 20 in the last 2 minutes of the game.

**Schedules:** Once the tournament schedule and bracket has been published for the tournament, it will remain finalized for the duration of the tournament. No exceptions will be made.

**Trainers:** There will be trainers on site for the tournament.

**Grade Divisions**
An Athlete may participate in the grade division they were in for the 2023-2024 school year.

Players may not play down a grade division regardless of age. Players may play up in grade division. Proof of grade is required for every individual player. Adequate proof of grade and age may be:
a. Report card from 2023-2024 school year
b. Certified school documents showing grade for 2023-2024 school year
c. Birth Certificate
d. Driver’s License or State Licensed Identification Card

**Equipment**
Basketballs are to be furnished by the teams. No balls will be provided by the facility or tournament staff.
1. Basketball Size (Boys)
a. 3rd Grade – 5th Grade will use 28.5 size basketball
b. 6th Grade – 12th Grade will use 29.5 size basketball
c, Girls teams will use 28.5 size basketball

**Overtime**If a game goes into overtime, there will be an additional three minutes of play to determine the winner of the game. If there is still a tie after the first round of overtime, a second overtime will be played. The second round of overtime will be played in sudden death fashion – first team to go up by 2 points will be the winner.

**Pool Play Tie Breaker**1. In any situation where two teams are tied, head-to-head competition between the teams
will determine the winner.
2. If more than two teams tie, a point differential tie-breaker will be applied. (The
maximum point differential for a game is 15 points.)
3. If two teams are still tied after the application of the point differential, points allowed
will be used to break the tie.
4. Any ties after this will be decided by a coin toss.
5. The score of all forfeits shall be 15-0.

**Coaching Requirements**
1. Every coach must check-in at the coach’s check-in desk before their team’s first game.
Players and all coaches on the roster must be present.
2. Each team is responsible for carrying a copy of report cards and/or certified school
documents for verifying grade for each player.
3. Dress Code: All coaches, male and female, must wear a shirt with collar or presentable
t-shirt, long pants or dress shorts/skirts and closed toe shoes.
4. Bench Personnel: Maximum of three (3) coaches is allowed on the bench (this
includes scorekeeper and any assistant coaches).
a. Players from different teams are not allowed to sit on the bench.
b. Friends, family or other coaches who are not one of the three “coaches” on the
roster are not permitted on the bench.

**Uniforms**1. Players’ jerseys must have numbers on the front or the back of the jersey.
2. Numbers can be 00-99.
3. Home (listed first on the schedule) wears White jersey and Visitor (listed second)
wears Dark jerseys.
4. Home team sits on the scorekeepers’ left and Visiting team sits on the right.

**Misbehavior/Ejections**1. Any coach or players ejected for fighting will be ineligible for the remainder of the
tournament and will be escorted off the premises.
2. If a coach or player is ejected from a game for unsportsmanlike behavior (behaviors
other than fighting), he/she will be ineligible to participate in the next schedules game.
3. If a coach or player is ejected a second time, he/she will be ineligible for the remainder
of the tournament.
4. Coaches, Players or spectators who leave the bench or spectator area to engage athletes or coaches on the playing floor will result in the whole organization being ejected from the tournament by the Tournament Director for any period up to the duration of the tournament.

**Sportsmanship**It is the obligation of coaches, players, administrators, volunteers, and other representatives involved in the tournament to practice the highest principles of sportsmanship and to observe the ethics of competition. Good sportsmanship is defined as qualities of behavior, which are characterized by courtesy and genuine concern for others. The display of good sportsmanship is a statement of the individual’s understanding and commitment to fair play, ethical behavior, and integrity.

**The tournament site director has final ruling on all games.**