

Official SilverHoops Rules & Regulations



1. Number of Players: Each team may consist of a maximum of 4 players and a minimum of 3 players. A team has only 3 players on the court at any time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

2. Bracket Type: Teams will be divided into tournament brackets according to its players' ages or school grades, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament. Each adult player is required to possess personal identification at all times during the tournament.

3. Who Can Play: The tournament is open to players entering grades 3-12, as well as adults. SilverHoops has the right to accept or deny any registration, for any reason, at the discretion of the director.

4. Which Team Receives the Ball First: A coin toss prior to each game will determine which team gets the ball out of bounds first.

5. Stealing the Ball: Players in all age categories may steal the ball when it is being passed. Brackets consisting of teams whose players are primarily entering grades 3 and 4 will have a no steal rule when players are either dribbling the ball, holding it, or passing it in. Stealing in those situations will be allowed in all other brackets. Free pass in to wings only, not inside the key area.

6. Free Throw Shooting Distance: 10 ft. for brackets consisting of teams whose players are primarily entering grades 3 and 4; 15 ft. for all others. Basket height: 10 ft. for all teams. Two point shooting distance: 19.5 ft. for all brackets.

7. Who Calls Fouls: Court monitors will referee all games in brackets consisting of teams whose players are primarily entering grades 3 through 8. In remaining brackets the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed (see 7a. and 7b. for exceptions in the rule.) After a foul shot the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Three point fouls will be worth 2 foul shots.

7a. Intentional Fouls: Intentional fouls cannot be called by a player. An intentional foul is a foul designed to neutralize an opponent's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact, it can also be an unsportsmanlike act such as taunting, baiting or trash talk. Taunting and baiting can involve the

derogatory remarks or gestures which incite or insult an opponent. Trash talk involves a deeply personal verbal attack directed towards any person involved in the event. An intentional foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the back court line. However, any team cannot win the game on a free throw shot. Last point must come from a made field goal, not a foul shot.

7b. Flagrant Fouls: Flagrant fouls cannot be called by a player. A flagrant foul may be of a violent nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialog which is extreme or persistent, savage or abusive. A flagrant foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the back court line. The player committing the foul will be suspended from play for the remainder of the game or for the rest of the tournament. **Intentional and flagrant fouls will only be called by a court monitor/marshal. Last point can be a foul shot to win the game.**

8. Sportsmanship: Good sportsmanship and cooperation is both anticipated and expected. Any questions should be addressed to the court monitor at your court. The team captain or designated parent, if applicable, is expected to aid in controlling teammates and team followers conduct and to represent his/her team as spokesperson in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the intentional or flagrant foul categories (please refer to rules *7a and **7b). Disqualification of a particular player or an entire team is left to the sole discretion of a court monitor/marshal or tournament official. There will be no review of video or other types of recordings used in any decisions made by court monitors/marshals.

- Team Sportsmanship Awards will be presented in both Youth and Adult divisions. Each team member will receive a special SilverHoops Ball for their sportsmanship.

9. Checked ball: The ball must be "checked" by an opposing player at the designated clear line before it is put into play. The ball must be passed to begin play, at the top. The ball must clear the top of the key when possession changes during all games.

10. Substitutions: Substitutions may be made during a time-out or a "dead ball" situation.

11. Time: All games shall have a 30 minute time limit. Limit of 5 minute overtime for all divisions. Time out: Each team is allowed a single one minute timeout per game and one minute time out in overtime. Teams may be required to provide their own scorekeepers. All games are first team to 20 pt (no 2 point rule.)

12. The court monitor/marshal, or tournament official's decision are final.