

# *“HoopFest” Jamboree*

## Game Rules Summary

### 1. Length of Games, Goal Height, Free-Throw Line

- 3<sup>rd</sup> - 8<sup>th</sup> Girls – 12 Min Halves / Ball Size 28.5 / Goal Ht. 10 ft. / Foul Line – 15 ft.
- 2<sup>nd</sup> Boys – 12 Min Halves / Ball Size 28.5 / Goal Ht. 10 ft. / Foul Line – 15 ft.  
**2<sup>nd</sup> Boys may elect to play on 9ft Goal Ht. & 12ft Foul Line with No Pressing.**
- 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> Boys – 12 Min Halves / Ball Size 28.5 / Goal Ht. 10 ft. / Foul Line – 15 ft.
- 7<sup>th</sup>, 8<sup>th</sup> Boys – 12 Min Halves / Ball Size Regulation / Goal Ht. 10 ft. / Foul Line – 15 ft.

### 2. Clock Stops on all dead balls.

### 3. **3<sup>rd</sup>/4<sup>th</sup> Grade Boys & Girls teams may elect to limit pressing to last two minutes of second half and use shorter free-throw line if agreed upon by both coaches.**

### 4. **No Jump Ball:** At the start of each game and Overtime period, a coin toss will determine which team is awarded the ball.

### 5. **Halftime – 3 Minutes (May be shortened by Director if necessary)**

### 6. **Timeouts – Each team will be allowed three (3) full 60-second timeouts per game.**

### 7. **DO NOT** start games early unless requested by both coaches.

### 8. **Coaches and Players may call timeout.**

### 9. **Pressing Allowed at all times**

### 10. **Second Half Running Clock – All Grade Divisions:** The clock will run the second half if the deficit is 20 points or greater, with the exception of timeouts. Once the lead is below 20, clock will stop again on all dead balls.

### 11. **Overtime Periods – First Overtime Period will be two (2) minutes. If second overtime is required, the first team to score wins. Each team will receive one (1) additional full timeout for the overtime periods. Unused timeouts from regulation play **May Not** be carried over. Unused timeout from the first overtime period **May Not** be carried over.**

### 12. **Clock Keepers are provided.** No additional people allowed at Score Table.