



HOOPS FEVER Rules

Game Rules

- F.I.B.A. basic rules apply
- Players must not be older than their age division as of September 1 st 2025
 - U10 – Does not turn 11 before September 1st 2025
 - U12 – Does not turn 13 before September 1st 2025
 - U14 – Does not turn 15 before September 1st 2025
 - U16 – Does not turn 17 before September 1st 2025
 - U18 – Does not turn 19 before September 1st 2025
- **Important Notes:**
 - Any misinformation about a player’s age will result in immediate disqualification.
 - Coaches have the right to request an ID check prior to the start of any game.
 - If a player is found to have violated age rules, all previous games involving that player will be forfeited.
 - Please ensure all players meet the age criteria and have valid identification available if requested.

Game Time

- Games consist of 2 halves of 20 minutes (running time), with a 3-minute halftime and a 3-minute overtime.
- The clock stops only during timeouts and during the last 2 minutes of the second half.
- If a second overtime is needed, it will be sudden victory: the first team to score 5 points wins.
- A 28.5-size ball will be used for U10 and U12 boys.

Warm-up & End of Game Procedures

- Each team will have a minimum of 3 minutes to warm up before the game.
 - Note: No basketballs will be provided during the tournament. Teams must bring their own balls.

- After each game, teams must immediately vacate the players' bench to allow for the next game to begin on time.
 - A team that is more than 10 minutes late will automatically forfeit the game.
 - **Mercy Rule:** If a team is leading by **30 points or more with 2 minutes or less remaining**, the game will be **ended early** by the officials.
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Minimum Players to Start a Game

- A minimum of 5 players is required for a team to start a game.
 - If a team does not have 5 players at the scheduled start time, they will lose by forfeit.
 - Final score for a forfeit: 20–0.
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Participation Rules

- No mandatory participation rules.
 - **Players are not allowed to participate on multiple teams during the tournament.** This rule is strictly enforced to ensure fair competition and team integrity. Any team found to be using a player who is double-rostered may be subject to disqualification.
 - Zone defense is allowed from the 14U division and up.
 - U10 and U12 divisions must play man-to-man defense.
 - If a team leads by 20 points or more, only half-court defense is allowed (no full-court press).
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Tiebreaker Rules

In case of a tie in standings:

1. Head-to-head result between tied teams.
2. Point differential between the tied teams (used for three-way ties).
3. Overall point differential from all games.