

OK FADEAWAY HOOPS 2025–2026 TOURNAMENT RULES

Official Tournament Rulebook

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1. Conduct & Sportsmanship

1.1 Player & Coach Conduct

Coaches, players, parents, and spectators are expected to conduct themselves appropriately at all times.

Swearing, abusive language, or unsportsmanlike behavior will not be tolerated.

Site Directors have the authority to remove anyone from the tournament for inappropriate behavior.

1.2 Misbehavior & Ejections

Any coach or player ejected from a game must leave the playing area immediately and is suspended for the remainder of that game and the team's next scheduled game.

Any team that allows an ejected coach or player to participate before serving the required suspension will forfeit that game. The opposing team will be awarded the win.

Coaches or players ejected for fighting are ineligible for the remainder of the tournament.

Additional penalties, including tournament suspension, may be imposed by the OK Fadeaway Hoops Committee.

Appeals for non-fighting ejections must be submitted in writing within two (2) hours following the conclusion of the game.

A second ejection during the tournament will result in removal from the remainder of the tournament.

The OK Fadeaway Hoops Committee reserves the right to issue additional disciplinary action for misconduct before, during, or after tournament play.

2. Game Rules

2.1 Game Length

1st–4th Grade: Four (4) 6-minute quarters.

5th–7th Grade: Four (4) 7-minute quarters.

8th–12th Grade: Four (4) 8-minute quarters.

Stop clock on all dead balls and free throws.

Warm-up: 5 minutes.

Halftime: 3 minutes.

Quarter Breaks: 1 minute.

1st Overtime: 2 minutes.

2nd Overtime: Sudden Death (first team to score 2 points wins).

No timeouts during Sudden Death overtime.

Teams are permitted to dunk during warm-ups.

2.2 Timeouts

One (1) 30-second timeout per half (no carry-over).

One (1) 60-second timeout per half (no carry-over).

One (1) 30-second timeout in overtime (no carry-over).

2.3 Fouls

Each player is allowed six (6) personal fouls.

Team foul #10 results in the Bonus (1-and-1).

Team foul #13 results in the Double Bonus (two free throws).

Team fouls reset at halftime.

2.4 Mercy Rule

If a team leads by 20 points or more during the 4th quarter, the game clock will run continuously.

The clock will stop only for injuries and timeouts.

If the lead is reduced to 15 points or less, normal stop-clock operation will resume.

If a team leads by 20 points or more with 2:00 remaining, the game will end for sportsmanship purposes.

2.5 Press Rule

1st Grade: Pressing begins in the 3rd quarter only. Beyond a 15-point lead, only half-court defense is permitted.

1st & 2nd Grade Girls / 1st Grade Boys: Press permitted up to a 15-point lead.

All other grades: Press permitted up to a 20-point lead.

First violation: Team warning. Additional violations: Administrative technical foul (2 free throws).

2.6 Free Throws

1st & 2nd Grade Girls and 1st Grade Boys use the shortened free throw line.

All other divisions use the regulation free throw line.

3. Player Participation

3.1 Team Assignment

Players may only compete for one team per grade division.

Players may not play down a grade level.

Use of an ineligible player results in forfeiture of all games in which that player participated.

3.2 Player Verification

All players must be listed on the official team roster before Game 1.

No players may be added after the first game.

Every player must be verified through NSID.

Players who cannot be verified are not eligible until verification is completed.

Verification should be completed before the first scheduled game.

4. Uniform & Equipment

4.1 Uniform Requirements

Teams must have both light and dark jerseys.

The Home Team wears light jerseys.

Jerseys must display front and back numbers (0–99).

Uniform violations result in a two-shot administrative technical foul.

4.2 Equipment

Each team provides warm-up basketballs.

Home Team provides the official game ball.

Only two warm-up basketballs per team.

Boys: 27.5 (1st), 28.5 (2nd–6th), 29.5 (7th–12th).

Girls: 27.5 (1st–2nd), 28.5 (3rd–12th).

5. Bench & Game Management

5.1 Bench Personnel

Only eligible rostered personnel may be on the bench.

All bench personnel must display the proper OK Fadeaway Hoops credential or coach wristband.

Anyone without proper credentials must leave the bench immediately. Failure to comply may result in an administrative technical foul or additional penalties.

Bench Dress Code

Permitted: Athletic apparel, athletic shorts, khaki shorts or khaki pants, polo shirts, T-shirts, hats, athletic shoes.

Not Permitted: Cargo pants or cargo shorts, sleeveless shirts, open-toed shoes or flip-flops.

5.2 Team & Game Management

10-minute grace period before a forfeit.

Forfeit score: 15–0.

Home Team sits left of the scorer's table in light jerseys.

Visiting Team sits right in dark jerseys.

Coaches must wear official event wristbands. Replacement credential fee: \$20.

6. Center Court Clock Table

Only the official clock operator and scorekeeper are permitted at the scorer's table.

No spectators or additional personnel are permitted.

7. Tie Breaker Procedures

Head-to-Head (two-team ties only).

Point Differential (maximum ± 15).

Fewest Points Allowed.

Most Points Scored.

Maximum differential is capped at 15 points.

8. Protest Procedures

All players must be verified through NSID before the game.

Athletes may only be protested before the game begins.

Protest Fee: \$100 (refunded if athlete is ruled ineligible).

Only a coach or team manager may file a protest.