

OK FADEAWAY HOOPS

2026-2027

TOURNAMENT RULES

Grade-Based Youth Basketball Events

Effective September 1, 2026 - August 31, 2027

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The National Federation of State High School Associations (NFHS) rules and regulations will apply to all tournament games except where superseded by the rules below. OK Fadeaway Hoops tournaments are grade-based events. Participation constitutes acceptance of these rules.

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1. Conduct and Sportsmanship

1.1 Player, Coach, and Spectator Conduct

Coaches, players, parents, spectators, and all other attendees must conduct themselves appropriately and demonstrate good sportsmanship at all times.

Swearing, threatening behavior, abusive language, harassment, fighting, or inappropriate conduct toward players, coaches, officials, tournament staff, facility employees, or spectators will not be tolerated.

Site Directors and Tournament Directors have authority to remove anyone from a game or facility for inappropriate behavior. Anyone removed from the facility will not receive an admission refund.

1.2 Respect for Officials

Coaches, players, and spectators must communicate with officials respectfully. Judgment calls are not subject to protest. Excessive arguing, prolonged demonstrations, abusive language, threats, or continued unsportsmanlike behavior may result in a technical foul, ejection, removal from the facility, or additional disciplinary action.

Only the head coach may respectfully address an official regarding a rules clarification.

1.3 Misbehavior and Ejections

- Coaches or athletes ejected for fighting are ineligible for the remainder of the tournament.
- Additional penalties, including suspension from future OK Fadeaway Hoops events, may be imposed for fighting, threats, or other serious misconduct.
- Coaches or athletes ejected for unsportsmanlike behavior not involving fighting must sit out the next scheduled game.
- The head coach may appeal a suspension in writing to the Tournament Director within two hours of the game's conclusion. Filing an appeal does not guarantee that the suspension will be overturned.
- A second ejection during the same tournament results in ineligibility for the remainder of the tournament.
- Spectators who are ejected or removed may be prohibited from attending the team's next game or future OK Fadeaway Hoops events.

1.4 Zero-Tolerance Conduct

Physical or verbal abuse directed toward officials, tournament staff, facility employees, players, coaches, or spectators will not be tolerated. Anyone who threatens another person, enters the playing floor during an altercation, or interferes with tournament operations may be immediately removed and subject to additional disciplinary action. Tournament staff may contact facility security or law enforcement when necessary.

2. Game Rules

2.1 Game Duration and Structure

- 1st through 5th Grade: Two 12-minute halves.
- 6th through 8th Grade: Two 14-minute halves.

- 9th through 12th Grade: Two 16-minute halves.
- The clock stops on all dead balls and free throws unless the running-clock rule is in effect.
- Pregame warm-up: Four minutes.
- Halftime: Two minutes.
- First overtime: Two minutes.
- Second overtime: Sudden death; the first team to score two points wins.
- No timeouts are permitted during sudden-death overtime.
- Teams may dunk during the designated warm-up period when facility rules allow.

Tournament staff may shorten warm-up or halftime periods when necessary to keep games on schedule.

2.2 Timeouts

- One 30-second timeout per half.
- One 60-second timeout per half.
- Timeouts do not carry over between halves.
- One 30-second timeout during the first overtime.
- No timeouts are permitted during sudden-death overtime.

2.3 Fouls

Each player is allowed six personal fouls before being disqualified.

- The 10th team foul results in a one-and-one free-throw opportunity.
- The 13th team foul results in a double bonus of two free throws.

2.4 Lead and Running-Clock Rules

If a team leads by 20 points or more with eight minutes or less remaining in the second half, the game clock will run continuously.

- The clock will stop only for team timeouts, injuries, official emergencies, or when directed by the referee or Tournament Director.
- 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 two minutes or less remaining in the second half, the referee or Tournament Director may end the game in the interest of player safety, sportsmanship, and tournament operations.
- The early-ending rule is discretionary and is not automatic.

2.5 Pressing and Defensive Restrictions

- First Grade divisions may use full-court pressure only during the second half.
- First and Second Grade girls divisions and First Grade boys divisions may press until their team establishes a 15-point lead.
- All other grade divisions may press until their team establishes a 20-point lead.
- Once the applicable lead threshold is reached, the leading team must retreat to half court following made baskets and controlled dead-ball situations.
- The leading team may still defend normally in the half court, pursue loose balls, contest rebounds, and play live-ball transition situations.
- Pressing may resume if the lead falls below the applicable threshold.

Penalty: First offense is a team warning. Each additional offense is a two-shot administrative technical foul.

2.6 Free Throws

First and Second Grade girls divisions and First Grade boys divisions may use the designated close free-throw line. All other divisions will shoot from the regulation free-throw line. Players may cross the free-throw line after the ball has been released unless otherwise directed by the official for developmental divisions.

3. Player Participation and Eligibility

3.1 Team Assignment

- Players may participate for only one team within the same grade division during an event.
- A player may participate on teams in different grade divisions if eligible for each division and tournament scheduling permits.
- Players may play up in grade level but may not play down under any circumstances.
- A player may not leave one team and join another team in the same division after participating in a tournament game.
- Use of an ineligible player may result in removal of the player, forfeiture of games, team removal, or additional discipline.

3.2 Official Rosters

All players must be listed on the official team roster before the team's first game. Players may not be added after the first game unless specifically approved by the Tournament Director because of an administrative or registration error. Coaches are responsible for confirming that each player's name, grade, and date of birth are accurate.

3.3 Player Eligibility Documentation

Coaches are responsible for having eligibility documentation available for every player participating in the tournament.

Required documentation includes:

- A copy of the player's birth certificate.
- A current report card, school record, student portal record, or another acceptable document showing the player's current grade level.

Eligibility documents are not required during normal team check-in unless specifically requested by the Tournament Director. Coaches may keep physical copies or accessible digital copies, but the documents must be available immediately if an eligibility protest is filed.

If a player's age and grade cannot be verified at the time of a protest, that player may not participate until acceptable documentation is provided and approved by the Tournament Director or Site Director.

Tournament staff may request eligibility documentation at any time when there is a reasonable eligibility concern.

4. Uniforms and Equipment

4.1 Uniform Requirements

- Teams must have both light and dark jerseys. The home team wears light; the visiting team wears dark.
- Uniforms must be clearly distinguishable from the opponent's uniforms.
- Player jerseys must display a number on the front and back. Permitted numbers are 0 through 99.
- Numbers should be at least two inches high on the front and four inches high on the back.
- If both teams have similar-colored uniforms, the home team is responsible for changing unless tournament staff directs otherwise.

A uniform violation may result in a two-shot administrative technical foul. Tournament staff may waive the penalty when the violation does not create confusion, provide an advantage, or interfere with game administration.

4.2 Jewelry and Player Safety

Players must remove jewelry and other items not permitted under NFHS rules before entering the game. Hair accessories, braces, protective equipment, and medical devices must be safe and properly secured. Officials have final authority regarding whether an item may be worn.

4.3 Basketballs and Equipment

- Each team must bring its own warm-up basketballs.
- Only two warm-up basketballs are allowed per team.
- Officials will select the game ball from the available basketballs.
- The home team provides the game ball unless tournament staff provides one.

Ball sizes:

- Boys - 1st Grade: 27.5-inch; 2nd through 6th Grade: 28.5-inch; 7th Grade through High School: 29.5-inch.
- Girls - 1st and 2nd Grade: 27.5-inch; 3rd Grade through High School: 28.5-inch.

Players may not shoot on courts assigned to other games or enter another court during games, timeouts, halftime, injuries, or other stoppages.

5. Bench and Game Management

5.1 Bench Personnel

Only players and approved team representatives listed on the official roster may sit on the team bench. Teams are limited to three non-player bench personnel unless the Tournament Director approves additional personnel. Children, parents, spectators, and unauthorized individuals are not permitted on the bench.

5.2 Coaches and Bench Personnel Dress Code

Coaches and bench personnel are expected to present themselves in a neat, clean, and professional manner.

Permitted attire includes team-branded apparel, polo shirts, quarter-zips, hoodies and sweatshirts in good condition, athletic shirts with sleeves, athletic pants, sweatpants in good condition, khaki or dress shorts, appropriate athletic shorts, jeans in good condition, athletic shoes or other closed-toe footwear, and hats that are part of the team's professional apparel.

Clothing containing profanity, offensive language, inappropriate graphics, discriminatory material, excessively revealing content, or clothing that is excessively ripped, dirty, or otherwise unprofessional is not permitted. Open-toed shoes and flip-flops are not permitted for coaches or bench personnel.

Tournament staff may ask a coach or bench representative to correct a dress-code concern before remaining on the bench. Concerns will normally be handled through a warning and an opportunity to correct the issue rather than an automatic technical foul. Refusal to comply may result in removal from the bench or facility.

5.3 Team and Game Management

Teams are allowed a 10-minute grace period after the scheduled game time before a forfeit may be declared. The Tournament Director may waive or adjust the grace period when a delay is caused by a prior tournament game, facility issue, schedule change, severe weather, traffic emergency, or another circumstance outside the team's reasonable control.

Teams must contact the Tournament Director as soon as possible if they expect to arrive late or cannot play. A team that fails to communicate may forfeit. Forfeited games are recorded as 15-0.

5.4 Home and Visiting Teams

- The home team is listed first on the schedule or on top in bracket play, sits on the left bench when facing the scorer's table, and wears light uniforms.
- The visiting team is listed second or on the bottom in bracket play, sits on the right bench, and wears dark uniforms.
- Tournament staff may adjust bench assignments or uniform responsibilities when necessary.

5.5 Coach Credentials

Coaches must wear the official event credential or wristband provided by OK Fadeaway Hoops. Credentials may not be transferred or shared. A \$20 replacement fee may apply for lost or damaged credentials. Anyone without the proper credential may be denied bench access or facility reentry.

5.6 Technical Fouls

- A coach or player receiving one technical foul may remain in the game unless the official determines the conduct requires immediate ejection.
- A coach or player receiving two technical fouls during the same game will be ejected and must leave the playing area and facility when directed.
- An ejected coach or player will be suspended for the team's next scheduled game unless the Tournament Director determines that additional or reduced discipline is appropriate.
- A second ejection during the same tournament results in suspension for the remainder of the event.
- Administrative technical fouls for uniforms or roster matters do not count toward an individual ejection total unless assessed directly for misconduct.

6. Center Court and Scorer's Table

6.1 Clock and Bookkeeping

- Only the official clock operator, scorekeeper, referees, and authorized tournament staff may sit at or enter the scorer's table area.
- Spectators are not permitted at the scorer's table.
- OK Fadeaway Hoops will provide the official clock operator and scorekeeper unless otherwise announced.
- No additional scorebooks, personnel, cameras, or unauthorized equipment may be placed at the official table.
- Coaches and spectators may not check, photograph, or review the official scorebook during live play.
- Questions regarding score, fouls, possession arrow, or clock must be addressed respectfully through a game official.
- The official scorebook maintained at the scorer's table is the official record of the game.

7. Tie-Breaker Procedures

7.1 Head-to-Head Result

Head-to-head competition is the first tie breaker when exactly two teams are tied and those teams played each other. For three or more tied teams, head-to-head applies only when all tied teams played each other and the results clearly break the tie. Otherwise, it is skipped.

7.2 Point Differential

Point differential is calculated using each team's total margin of victory or defeat. The maximum differential recorded for any game is plus or minus 15 points.

7.3 Points Allowed

If teams remain tied, the team allowing fewer total points receives the higher standing.

7.4 Points Scored

If teams remain tied, the team scoring more total points receives the higher standing.

7.5 Forfeits

Forfeits are recorded as 15-0 victories and count as plus-15 for the winning team and minus-15 for the forfeiting team.

7.6 Additional Tie Breakers

If teams remain tied after all listed tie breakers, the Tournament Director may use fewest technical fouls, a coin flip, random draw, or another procedure announced before bracket play. The Tournament Director's ruling is final.

8. Protest Procedures

8.1 Eligibility Protests

- Only player age or grade eligibility may be protested. Judgment calls may not be protested.

- An eligibility protest must be filed before the game begins. Once the game starts, no eligibility protest will be accepted for that game.
- A head coach or team manager must notify the game official and Site Director before the game and clearly identify the player being protested.
- General protests against an entire team or roster are not accepted. Each protested player must be specifically identified.

8.2 Protest Fee

The protest fee is \$100 per protested player and must be paid before the review begins. The fee is refunded if the player is ruled ineligible and is not refunded if the player is ruled eligible.

8.3 Required Verification

The coach of the protested player must provide a copy of the player's birth certificate and a current report card, school record, student portal record, or another acceptable document verifying current grade level. Physical or accessible digital copies are permitted. Tournament staff may request additional documentation if the information is incomplete, unclear, or inconsistent.

8.4 Player Status During a Protest

If eligibility is verified before the game begins, the player may participate. If eligibility cannot be verified, the player may not participate until acceptable documentation is provided and approved by the Tournament Director or Site Director. The game may proceed without the player while verification is pending. A player later verified may participate in future games but may not enter or return to a completed game.

8.5 Ineligible Players

If a player is ruled ineligible, penalties may include removal from the tournament, forfeiture of the current or prior games in which the player participated, team removal, or additional disciplinary action against the coach or organization. Eligibility and protest decisions made by the Tournament Director are final.

9. Weather, Emergencies, and Unforeseen Circumstances

OK Fadeaway Hoops reserves the right to adjust schedules, game times, game lengths, locations, formats, or tournament procedures because of severe weather, facility closures, power outages, safety concerns, officiating or staffing emergencies, delayed games, government or facility restrictions, or other unforeseen circumstances.

Every reasonable effort will be made to complete the tournament and provide scheduled games. Tournament staff may shorten warm-ups, halftime periods, game times, or overtime procedures when necessary to complete the event safely.

Teams are responsible for monitoring official tournament communication channels, including the OK Fadeaway Hoops App, Exposure Events, email, text messages, and social media.

10. Tournament Authority

The Tournament Director has final authority regarding rule interpretations, player eligibility, protests, ejections and suspensions, schedule changes, forfeits, bracket placement, facility and safety matters, and situations not specifically covered in this rulebook.

Tournament staff may make decisions in the best interests of safety, fairness, sportsmanship, and tournament operations. Participation in an OK Fadeaway Hoops event constitutes acceptance of these rules.

11. Contact Information

Questions regarding tournament rules, eligibility, schedules, or event procedures should be directed to OK Fadeaway Hoops.

Phone	405-510-4902
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