



The Hoop Vibe Fall League Rules

Uniforms:

- Each team will provide their own reversible jerseys.

Game Length:

- Games will be four 10-minute quarters, **running clock**. Halftime will be 3 minutes.
- Warm-up time before game will be 5 minutes
- Clock will stop during time-outs and on each whistle **in the last 2 minutes of the fourth quarter.**
- **Overtime during league play will be sudden death.**

Player Eligibility:

- Personal fouls will be kept and a player fouls out after 6 total fouls.

Technical Fouls:

Note: Any player who receives an “unsportsmanlike” technical foul will be disqualified for the remainder of the game. Coaches will be disqualified from the contest if they receive two technical fouls during the same contest. They can coach the next game, however.

Timeouts:

- There will be four 30-second timeouts per game.
- If there is overtime, one 30-second timeout per team will be allowed.

Free Throws:

Note: To minimize the amount of time spent at the foul line and maximize playing time, the following free throw rules will be in effect:

- Fouled in the act of shooting and shot attempt is no good = 1 foul shot worth 2 points. 1 foul shot for 3 points if a three-point shot was attempted.
- Fouled in the act of shooting and shot attempt is good = automatic 3-point play, no foul shot attempt. Automatic 4-point play if fouled while making a three-point shot attempt.
- On the 5th team foul of each quarter and each non-shooting team foul thereafter = 1 bonus foul shot worth 2 points
- **The last 2 minutes of the game (fourth quarter and potential overtime) will be played as regulation – both shots of a two-shot foul, no automatic and-1's, etc.**

Officials:

- Two person officiating crews will be provided.

Reminders:

- All teams should arrive at the gym 30-45 minutes prior to their game time.
- Please make sure your players clean the bench area after your game