

5x5 TOURNAMENT RULES & REGULATIONS

Updated September 2023



1. All divisions are GRADE BASED. Hoop Dreams Nation (HDN) reserves the right to combine divisions, or make exceptions when necessary and beneficial to all teams. **Our first priority is providing maximum court time and best competition level for ALL athletes. Crafting our divisions to ensure best competition is our number one priority.**
2. CHSAA Regulation High School Activities Association rules, including bench decorum (1 Head Coach) will be followed with the following exceptions:
 - a. **TIME:** 10 minute running clock quarters except for the last 2 minutes of 4th QUARTER ONLY, unless one team is ahead by 15 points or more in the 4th quarter only. In addition, the clock will stop on all technical fouls. Clock does not restart until it would in a normal dead ball situation.
 - b. **TEAM FOULS & FREE THROWS:** Teams will be in the bonus upon the 5th foul of the quarter. Players will shoot 1 free throw that will be worth 2 points (or 1 free throw worth 3 points if fouled on a 3-point shot.) This rule aligns with NFHS rules, and is in an effort to get kids more minutes of gameplay and less time standing at a free throw line.
 - c. **TIME-OUTS:** Three (3) full timeouts per game which can be used at any point in the game, but will not carry over to overtime. One additional timeout will be granted for each overtime period.
 - d. **OVERTIMES:** 2 minutes in length with regular stop clock operation. 1 additional time-out for each overtime, and they don't carry over. "Next point wins" may only be used if games are running behind, at the discretion of the Tournament Director or Site Supervisor. Fouls carry over from the 4th quarter.
 - e. **SCOREKEEPERS:** Each team needs to provide a clock operator or scorekeeper for each game who is 16 years or older.
 - f. **RULE ALTERATIONS FOR 6TH GRADE & YOUNGER:**
 - i. **PRESS RULE:** Teams are not allowed to press over half court with a 15 point or more lead for 6th grade & under. There is no limitation on pressing for 7th grade & older but we expect good sportsmanship. The first violation will be a warning, and then a technical.
 - ii. **BALL SIZE:** For both genders, a 28.5" ball will be used for all 6th & under divisions.
 - iii. **DEFENSES:** We strongly encourage all teams 6th and under to play at least half the game in man-to-man defense. This is not a rule, but an encouragement to prepare players.
 - iv. **5TH GRADE & YOUNGER FREE THROW DISTANCE:** Players have the option of shooting from the 14' line instead of the 15' line and will not be penalized for jumping over.
 - v. **6TH/7TH COMBO DIVISIONS** will play with the rules as though they are 6th grade divisions.
 - g. **WARM UP & HALF TIMES:** 5 minute pre-game warm up, 2-minute half time, 30 seconds between quarters (may be altered by site supervisor if needed).
 - h. Game time is forfeit time. If a team is running late for any reason the team who is present can decide if they want to take the win by forfeit, or play the remaining time left on the clock.
 - i. The home team will be the first team listed (or the top team on the bracket) and will wear the lighter color jersey. Jerseys need a number on the back and there are no restrictions.
 - j. No locker rooms, balls, or trainers will be provided by HDN, schools, or facilities.
 - k. Referee may stop the clock within reason. Intentionally wasting time to shorten the game can be punished by a technical foul. This does not mean a team cannot use a delay offense at any time.

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3. PLAYER ELIGIBILITY & ROSTERS:

- a. **Players must be listed on the original roster**, which is the first roster of the day. Coaches should always list all players who have a possibility of playing upon the start of the first game. If they are not listed on the original roster, they are not eligible and the team will forfeit.
- b. **Players cannot play on more than 1 team within a division.**
- c. **Players must be in the correct age group.** They may play up, but no player is allowed to play in a younger age group without prior discussion with HDN, and approval based on special circumstances (skipping a grade, being born overseas, size, skill, etc.)
- d. **Players must be at the right skill level.** We reserve the right to move teams up or down age groups or skill levels due to size of players, skill of players, win/loss record, etc. Moving highly skilled players down or altering previously discussed rosters in an effort to ensure wins, is contrary to our philosophy as an organization and any team who behaves in this manner may be asked to no longer participate in HDN events.
- e. **Roster Check Documents:** All coaches should have copies of proof of **grade** for all players (school ID/Report Card) that includes player name, grade, school year, & photo. HDN reserves the right to make exceptions in unusual situations.

4. TIE BREAKERS: Ties are broken in the following order until a winner is determined.

- a. **Record:** Whoever has the best overall record.
- b. **Head-to-Head for a 2 Team Tie:** If 2 teams are tied by record, whoever beats who wins the tie-breaker. However, if more than 2 teams are tied by record, the next tie-breaker applies.
- c. **Head-to-Head Point Differential:** Total point differential is calculated for ONLY THE GAMES WHERE THE THREE TEAMS TIED PLAYED EACH OTHER. If there is a 4th team in the division but not included in the tie, the scores for those games are eliminated. There is a max of 15 points awarded for point spread.
- d. **Head-to-Head Defensive Points Allowed:** If all three teams, or even just two teams, are still tied, defensive points allowed are calculated by adding up the points that other teams scored for ALL games played. Whichever team has the least amount of defensive points allowed wins the tie-breaker. There is no cap on defensive points allowed.
- e. **Head-to-Head Offensive Points Scored:** If all three teams, or even just two teams, are still tied, offensive points scored are calculated by adding up the total points that each team scored for ALL games played. Whichever team scored the most total points wins the tie-breaker. There is no cap on offensive points scored.

5. Accountability Process for Coaches, Players, and Spectators: Inappropriate behavior will not be tolerated. A referee or director may remove players, coaches, or spectators from the game or tournament for inappropriate behavior including but not limited to: directing negative comments towards players, swearing, stepping on the court, approaching officials or other teams, etc.

- a. Each tournament site will have a supervisor. Please direct all questions, comments, or concerns to this individual.
- b. Parents who are ejected from a game are required to take their child with them. If they do not do so in a timely manner, the team will forfeit their games.
- c. Any fighting or threats of violence will result in TOURNAMENT ejections & indefinite suspensions for anyone involved.
- d. Anyone who is ejected from a game for non-violent offenses will be required to sit out the next game of the tournament, or the following tournament, depending on timing and severity.