



Rules & Regulations

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the TAMIAMI HOOP CHALLENGE Event Staff.

Prior to the Game

Each team must have three to five players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by TAMIAMI HOOP CHALLENGE Event Staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team's roster of five players has been filled without the prior written consent of the TAMIAMI HOOP CHALLENGE Event Staff. A player is allowed to participate for only one team for the duration of the tournament without the prior written consent of the TAMIAMI HOOP CHALLENGE Event Staff.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

If a team with a least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one players, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes.

A coin flip prior to the start of the game will determine which team has the initial possession.

Throw In/Starting Play:

The ball must be thrown (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from the referee or court monitor

Second Violation: change of possession

After the Game :

The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet the Master Scoreboard. THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.

Game Play

Length of Games:

First team to score 20 points, or 30 minutes, including the warm-up period. Championship Games in each division: No Time Limit. The referee, court monitor or TAMIAMI HOOP CHALLENGE Event Staff member may institute a time limit in the championship game prior to or during the game.

Overtime:

If the score is tied at the end of 30 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score 2 points in the overtime period.

No Make It Take It:

The ball changes possession after each scored basket.

Stalling:

No stalling is allowed. The referee, court monitor or TAMIAMI HOOP CHALLENGE Event Staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls:

All jump balls become the possession of the defensive team.

Time Outs:

Each team is allowed three 45-second time-outs per game. The game does not stop during any time-outs. NO time-outs are permitted in the last three minutes of the game.

Taking It Back:

When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind two-point arc. Failure to "take it back" is a violation.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of Possession

Throw In/Resuming Play:

The ball must be thrown in (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

No Parking Zone:

This zone is the box in front of the basket. An offensive player CANNOT remain stationary with both feet in this box AND receive the ball when guarded by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

Scoring

Baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Court monitors or referees will call "two points". If there is any doubt by the court monitor or referees as to whether the made basket is worth one or two points, the basket will count as one point.

Free Throws

Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (see foul section). All free