

HOOP JAM RULES

Unless specifically addressed in Hoop Jam Rules, NFHS High School rules apply

Number of Players

- Games are played with 3 players
- Games may start with 2 players
- Maximum of 5 players on a roster
- Any number of players may complete the game (3, 2, or 1)
- **PLAYERS MAY ONLY PARTICIPATE IN ONE HOOP JAM TEAM.**
- **PLAYERS MUST BE IN FULL UNIFORM (SHIRT, SHORTS, AND SHOES) TO BE ELIGIBLE TO PLAY. NO SHIRT = INELIGIBLE**
- **PLAYERS MUST PROVIDE VALID PROOF OF AGE UPON REQUEST IN ORDER TO VERIFY ELIGIBILITY.**

Court Measurements/Ball Size

- Basket Heights:
 - 8' for 5-7 year olds
 - 9' for 9U
 - 10' for all others
- Ball Size:
 - 27.0" for 5-7 year old division
 - Intermediate (28.5") for all girls, 9U boys, and 11U boys
 - Regulation for all other divisions
- Free Throw Line: 10' for 5-7 year olds, 15' for all other divisions
- The basket structure, padding and all supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides shall be considered in-bounds

Game Times

- Team not ready to play at the scheduled game time will be given a 5-minute grace period before a forfeit is enforced

Possession/Jump Ball

- A coin toss will determine the first possession of the game; alternating possessions thereafter.
- Home team captain calls 'heads' or 'tails' while the coin is in the air
- No jump balls – possession will alternate after initial coin toss

Scoring/Timing

- **Inside the 19' arc – 2 pts, outside arc – 3 pts**
- Free throws – 1 pt
- Games are played the first team to **30 points** wins (9U & 5-7 year olds to **20 points**). May win by 1
- Game time is **20 minutes** (9U & 5-7 year olds is **15 minutes**), running clock
- If at the end of regulation time no team has scored 30 (or 15 for 9U & 5-7 year olds) points, the team leading will be declared the winner

Overtime

- If the score is tied after time has expired, overtime will be played
- In overtime, the first team to score **3 points** wins
- A coin toss will determine the first possession in overtime
- **No timeouts during overtime**

Fouls

- Fouls (excluding offensive fouls) result in one free throw.
- When fouled on a 3 pt. attempt, 3 free throws will be given
- No one will line up to rebound free throws
- After free throw attempt (make or miss) there is a change of possession
- During free throw attempt(s) clock doesn't stop

Final Two Minutes:

- The 5 second rule is in affect (offense must shoot, dribble, or pass after 5 seconds to avoid stalling)
- When shooting free throws, the shooter has 10 seconds to shoot once they receive the ball from the official.
- ***Note: 2&2 Rule – During the last 2 minutes of the game all fouls are 2 shots and possession changes, if foul is on a shot attempt a standard "And One" scenario will be in play.**

Key Violations

- There will be NO "3 sec. in the key" violations

Jewelry

- No visible jewelry of any kind – must be taped. No studded rings, this is a safety issue

Intentional/Flagrant/Technical Fouls/Language Rule

- An intentional foul results in one free throw and possession of the ball
- A flagrant foul results in one free throw (or two if a 2 pt. attempt), possession of the ball and the ejection of the player committing the foul
- Technical fouls are 2 shots & keep possession
- 2 team unsportsmanlike technical fouls receives tournament ejection
- Inappropriate language – 1st team offense = warning, 2nd team offense – point given to opposing team and possession.

Substitutions/Timeouts

- Substitutions may be made during any dead ball situation
- **Each team is allowed 1 one-minute timeout.** Clock stops during timeout
- **Timeout with Free Throws** – clock does not start until free throws are done/change of possession

Ball Out-of-Bounds/Check-In

- The ball must be "**checked**" by the opposing player after all dead ball situations at the top of the key, including a ball out bounds
- To begin play the ball must be **passed** from behind the 2 point arc.
- No defensive player may occupy area beyond the 2 point arc when the ball is being put into play

Change of Possession

- The ball will change possession after every made basket
- The ball must be passed or dribbled back to behind the 2 point arc after each change of possession, regardless of whether or not a shot was attempted or a shot hit the rim. Failure to do so results in loss of possession and any made baskets
- No "free-backs"
- Taking-it back means all three points (ball and two feet) are behind the 2 point arc.

Dunking

- No dunking is allowed during warm-ups during the game it's allowed only on hoops with breakaway rims. Violations result in a technical foul – 2 free throws and retain possession

Player Injury

- In case of injury, notify the court supervisor. If play has stopped because of injury, the player must be removed from the game at least until the next dead ball situation. Concussion protocol will take place with any head injury.