

# HOOPTOWN USA FALL LEAGUE - ADULT

## *Rules & Policies*

### Game Play

- The Hooptown USA League will be governed by the [National Federation of High School \(NFHS\) rules](#). All Hooptown USA League specific rules are listed below.

### Length of Game/Clock Management

- Game time will be two 20-minute halves with a running clock except for the last minute of the first half.
- Elam Ending Rules – We will be implementing the Elam Ending rules used by The Basketball Tournament since 2018. Highlights of the Elam Ending rules:
  - The game clock will shut off at the first dead ball under 4 minutes.
  - Eight (8) points will be added to the leading team's score (i.e. score is 75-70 at the first dead ball under 4 minutes. The target score will now be 83 points).
  - The first team to reach the target score wins!

### Pre-Game

- In order to start a game, both teams must have a minimum of 4 players present that appear on the team's official roster. Two players must be on the floor to finish each game. Each team member must sign in at the scorer's table. Each team will be allowed a 5-minute grace period to reach the minimum of 4 players present. If after the 5 minutes, the team still does not have 4 players, they will forfeit the game and will be subject to the \$75 no-show fee.

### Forfeits/No-Shows

- Teams must play in all scheduled games or will be subject to a \$75 no-show fee (the equivalent of team fees for one game). Please be sure have enough players on your official roster to avoid any need to forfeit due to lack of players. Teams must submit payment for their forfeit fee prior to playing in their next game.
- If a team forfeits a game for any reason, they will not be eligible to compete in the playoffs.

### Rostered Players

- The minimum amount of players a team must have to register for the tournament is 5 and the maximum is 12.

### Player Additions

- Teams are allowed to add/remove players, while maintaining no more than 12, up to the end of Week 4 (October 17). Player Add Forms must be submitted via email to the Hooptown office no later than 12 hours before game time. All players must be on the official scoresheet to play in the game. *The League Manager reserves the right to allow teams to add players after Week 4 only if the team in question is unable to field 5 or more players due to injury.*

### **Coed Division**

- At least 2 female players and 2 male players must be on the court at all times in all Coed division games.

### **Timeouts**

- Each team is allowed two timeouts per half – 1 full timeout and 1 30-second timeout. Any unused timeouts from the first half will not carry over into the second half.

### **Technical Fouls**

- All technical fouls will result in an automatic two points and possession for the opposing team.
- In a game:
  - 2<sup>nd</sup>: Ejected from the current game and the following game. The ejected player must immediately leave the facility and is not allowed to attend the following game. If a player fails to leave the facility, it will result in an automatic forfeiture by his time.
- In a season:
  - 4<sup>th</sup>: A player that has received 4 technical fouls in one season will be suspended for the remainder of the season. A player that has been suspended for remainder of season will need to submit a letter to the League Director and the letter will be reviewed before a player will be reinstated into the league.

### **Flagrant and Intentional Fouls (as stated in the NFHS rules – listed here for clarification)**

- All flagrant and intentional fouls will result in an automatic two points and possession for the opposing team.
- Flagrant Foul – A flagrant foul may be a personal or technical foul of a violent or excessive nature, or a technical non-conduct foul which displays unacceptable conduct. It may or may not be intentional.
- Intentional Foul – An intentional foul is a personal or technical foul that may or may not be premeditated is not based solely on the severity of the act. Intentional fouls include, but are not limited to:
  - Contact that neutralizes an opponent's obvious advantageous position.
  - Contact away from the ball with an opponent who is clearly not involved with a play.
  - Contact that is not a legitimate attempt to play the ball/player specifically designed to stop the clock or keep it from starting.
  - Excessive contact with an opponent while the ball is live or until an airborne shooter returns to the floor
  - Contact with a thrower-in as in Rule 9-2-10 PENALTY 4 in the NFHS 2019-20 Rules Book.

### **Player Conduct**

- Suspensions:
  - As mentioned above, if a player is ejected from a game, they will automatically be suspended for the following game. The ejected player must immediately leave the facility and is not allowed to attend the following game.
- Verbal Threats:

- Verbal threats will be taken very seriously. Any player, manager or person connected with the team that verbally threatens an official, player or spectator will immediately be ejected from the game and will be suspended indefinitely.
- Fighting:
  - **Absolutely no fighting.** Any fights will result in an immediate lifetime ban from the Hooptown USA League. Verbally, physically, or sexually threatening any Hooptown USA League employees, Spokane Basketball Officials or rental facility staff will result in an immediate lifetime ban from the Hooptown USA League.
    - Definition of Fighting – Fighting is a flagrant act and can occur when the ball is dead or alive. Fighting includes, but is not limited to combative acts such as:
      1. An attempt to strike, punch or kick by using a fist, hands, arms, legs or feet regardless of whether contact is made.
      2. An attempt to instigate a fight by committing an unsporting act that causes a person to retaliate by fighting.
- Disagreement with Officials
  - Hooptown USA League officials are contracted through the Spokane Basketball Officials Association (SBO). If team captains are satisfied or dissatisfied with the performance of an official, we request that the team captain file a formal complaint via email and submit to Connor Walsh, the League Manager, at [connor@spokanehoopfest.net](mailto:connor@spokanehoopfest.net). Players are prohibited from discussing a disagreement with officials following games.

### Officials

- Hooptown USA League will provide 2-3 paid officials supplied by the Spokane Basketball Officials Association (SBO), all of which are certified by the National Federation of State High School Associations and the WIAA/WOAA. There will not always be a Hooptown USA League representative in the gyms, which means the officials have the authority to remove any players from a game or facility if deemed necessary. Officials will have the final say in all rulings made on the court.

### Jerseys

- All teams are required to wear matching shirts/jerseys with unique numbers on at least the back. By week 2 of the season, if any teams do not have matching-colored shirts with numbers, the offending player will receive a technical foul, which will be assessed to the player and team total for the season, and the opposing team will automatically be awarded 2 points (per offending player).

### Game Ball

- All games will be played with the official Hooptown USA Game Ball provided by the Hooptown USA League. No exceptions.

### Jewelry

- Jewelry is prohibited during games. Players will not be allowed to play in the game until the jewelry is removed to the satisfaction of the officials.

**First Aid**

- Ice packs, tape and other necessary first aid equipment will be on hand at each location.

**Drugs and Alcohol**

- No player shall appear on the court under the influence of alcohol or drugs in such a manner that they have no control of his/her faculties to the extent that there is a chance of physical injury to him/her or others. If a player appears to be under the influence of alcohol or drugs, the player will be immediately ejected from the facility, suspended from the team's next scheduled game and/or probation for the remainder of the season.

**Spectators/Children**

- There is a standard of conduct expected of every member and person associated with a Hoopstown USA League team. If in the opinion of the official(s) the game cannot be continued in a sportsmanlike manner, the game shall be forfeited by the offending team. b. Officials are not required to warn a player or Team Captain prior to ejection. When a player is ejected from a game, he/she must leave the facility immediately or the team will forfeit the game. c. The team captain is responsible for their spectators. Spectators displaying inappropriate behavior will be asked to leave the facility or the team will forfeit the game. There is a zero-tolerance policy regarding spectators causing undue interference with the playing of games. Any spectator who conducts themselves in an inappropriate, offensive, and/or disruptive manner, including entering the court area during a game will be ejected and banned from attending an indefinite number of future games. Teams accompanied by any disruptive spectator(s) are subject to immediate disqualification of the game and possible suspension from further play.

**Refund Policy**

- There must be four paid teams for a division in the Hoopstown USA League to operate. No refunds will be made after the league registration deadline. However, if a division does not have four or more teams, the division will be cancelled and each team within the division will be provided a refund.

**Rainout Plan**

- Any decision regarding postponement or the cancelation of games prior to the day of the game or the start of a game on gameday will be made by the Hoopfest office.
- SBO officials will have the authority to postpone or cancel games once teams arrive to the court and any time during the contest.
- Games that have completed three quarters are considered official. Any weather issue resulting in the cancelation of a game which has completed at least three quarters will result in the team with the lead earning credit for the win.
- Games that are forced to be postponed due to weather related concerns, which have not reached the 4<sup>th</sup> quarter, will be continued from the point which play was suspended.
- All make-ups are contingent on schedule availability.

- Hooptown or SBO decisions are final. Teams refusing to participate in games that have been cleared for play will result in a forfeit.

### COVID-19 Guidelines

- The Hooptown USA Fall League will follow the current guidelines mandated by the State of Washington. Currently, masks are not required for players and officials while actively participating in a game. Players and officials must wear masks when entering and exiting the Warehouse. All spectators must wear masks while inside the Warehouse.

### COVID-19 Response Plan

- **What should I do if a participant discloses that they or someone in their household might have been exposed? PARTICIPANT MAY STAY IN PROGRAM**

According to CDC guidance, <https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/socialdistancing.html>, participants should:

- a. Self-monitor for symptoms
- b. Practice social distancing
- c. Follow CDC guidance if symptoms develop

During this time, participants are allowed to continue in the program until the person they are in close contact with tests positive or the participant personally experiences symptoms at which time they should stay home and follow #2 or #3.

- **What should I do if a participant discloses or it is determined that they have been in close contact with a person who tested positive for COVID-19? PARTICIPANT REMOVED FROM PROGRAM** (Note: If the participant has a sibling in our program, the sibling also must be removed.) According to CDC guidance, <https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/socialdistancing.html>, the participant should:

- a. Self-quarantine for 14 days from the last day they were in contact with the person that tested positive. If a person is in quarantine due to exposure and has no symptoms, quarantine can end after Day 10. If a person who is in quarantine receives a negative COVID-19 test and has no symptoms, quarantine can end after Day 7.
- b. Self-monitor for symptoms
- c. Follow CDC guidance if symptoms develop
- d. Note – a person that has been vaccinated no longer is required to quarantine after exposure as long as they have received both doses and at least two weeks have passed since the second shot.

At the end of 14 days, the participant must be symptom-free for at least 72 hours prior to returning.

- **What should I do if a participant or volunteer coach tests positive for COVID-19? PARTICIPANT & ALL IN CLOSE CONTACT REMOVED FROM PROGRAM** (Note: If the participant has a sibling in

our program, the sibling also must be removed.) According to CDC guidance, <https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/socialdistancing.html>, participants should:

- a. Self-quarantine for 14 days from the time they first experienced symptoms. If asymptomatic, Day 1 is considered the day they take the test.
- b. Self-monitor for symptoms
- c. Follow CDC guidance if symptoms develop

At the end of 14 days, the participant must be symptom-free for at least 72 hours prior to returning.

In the case of a team at games or practices, everyone who has been in close contact with the child or volunteer coach (staff, coaches, and participants) will be required to self-quarantine for 14 days from the last day they were in contact with the participant. Any games or practices during this 14-day period for that team will be canceled. In the case of a clinic or camp session, everyone who has been in close contact with the child (staff and participants) will be required to self-quarantine for 14 days from the last day they were in contact with the participant.

**The Hooptown USA League Manager has the final say regarding any rule or situation outlined or not outlined in the Hooptown USA League Rules & Regulations.**