



THOUSAND ISLANDS INTERNATIONAL HOOPFEST: Rules & Expectations

Prep for teams/coaches:

- Coaches **MUST** confirm **ALL** numbers on the scoresheet provided by Victory Athletics prior to the start of the game. The scoresheet is the official “book.”
- Coaches must bring a med kit to all games. Bumps and bruises will happen. At a minimum, ice packs, band aids, tape and gauze.
- Coaches must have a copy of their roster (printed or digital) at all times including player name, number, and date of birth. **This will help keep scorekeeping efficient and games on schedule.**
- Games will not start before the scheduled time without the consent of both teams’ head coaches.
- 2-minute warm-up period before the game and a 2-minute halftime. Please arrive 20 minutes before your scheduled game.
- Each team is responsible to bring basketballs, including one that may be designated as a “game ball.” Officials will select the best “game ball.”
- **Home teams - First team** listed on the schedule and must provide a **SCOREKEEPER**.
- **Away teams - Second team** listed on the schedule and will provide a **CLOCK KEEPER**.

Rosters:

- Players are only allowed to play on one team. However, a player may also play on one additional team as long it is **ABOVE** their grade group **WITHIN** their program (school/club).
- A player **CANNOT** play on more than one team in one grade/division group. Victory Athletics must be notified in writing prior to Friday before the event if a player is playing on multiple teams (playing up a grade group within their program).
- Teams will be given 2 coach bracelets and 1 scorekeeper/clock keeper bracelet and are required to wear them in order to enter the gym.
- Please see the admission table to sign for a coach/scorekeeper bracelet. **Only rostered players and 2 coaches are allowed on the bench.** Site director has the right to remove any non-essential bench personnel.

Admission to games:

- Entry for spectators not affiliated with your team to attend HoopFest games will be allowed only with an E-ticket purchased in advance. **Admission is CASHLESS.**
- E-tickets may be purchased via online link.
- E-tickets will be shown at the gym entrance (digital or paper) for entry. Bracelets will be provided once a valid e-ticket is confirmed at the door.
- **Cost:** \$5 for 1-day pass (adults 18 and over); \$7 for 2-day pass (adults 18 and over); \$15 for weekend pass (tickets for up to 4 family members/adults 18 and over); Children 17 years old and under are free.

Game rules:

- Two 18-minute running clock halves.
- Clock stops in the last 2 minutes of each half. Clock will run in the 2nd half anytime the lead is 20 points or more. Once under 20 points, stop time resumes.
- Girls and Boys games will have a 10-second backcourt violation.
- **Pressing:** It is allowed in all divisions. Additionally, no pressing is allowed if the lead is 20 points or greater for the winning team.
- **Timeouts** - Each team gets 3 per game (30 seconds each). Teams will get 1 timeout in overtime. Timeouts will NOT carry over.
- **Fouls** - On the 7th foul in each half, the opposing will shoot 1-and-1. On the 10th foul, and each additional foul, the opposing team will shoot 2 free throws.
- Players will be disqualified once they have committed their 5th foul.
- Teams are automatically in the BONUS (7 team fouls) in the last 1 minute of the GAME (not half).
- **Technical fouls:** These are an automatic 2 points and possession.
- **Overtime:** 2 minutes with stop time. After 1 overtime, the first team to score 1 point wins the game.
- In all other situations, NYS Public High School rules will be applied.

Officials:

- Our officials are certified and professional. Most officiate at the Modified, JV, and Varsity levels. Please be respectful and patient as they do their best to support our event.
- Do not “ride” the officials. If you would like clarification on a call/rule, be respectful.
- Disrespect will not be tolerated. Yelling and screaming at officials will not be allowed. This event is about player and team development and having fun playing the sport.
- The site supervisor will not intervene unless there is an issue of safety or unwanted behavior.
- Any coach or player receiving two technical fouls will be ejected from the game.
- Any coach ejected from the game must also leave the facility.
- Any coach or player ejected from a game will be suspended from playing their next game. However, all further disciplinary action will be determined by the site director including banning a player or coach for the remainder of the weekend.
- Any spectator that is removed from the facility will be banned for the remainder of the weekend. Victory Athletics expects all players, coaches, parents, spectators, and staff to act in an appropriate manner. If a situation arises, Victory staff may remove any person from the site for any reason.
- In the situation of a physical altercation, any player who ***leaves the bench*** to participate is ejected and suspended for the following game. Additionally, if a player initiates or participates in a physical altercation, they are ejected and suspended for the following game. Lastly, in the occasion where a team with multiple players engage in a physical altercation, the initiating team will forfeit the current game and be suspended for the following game.
- Victory’s site supervisor/director will have final discretion in all rulings.
- **There will be zero tolerance** for any coaches, players, fans and participants who disrespect others supporting this event. Coaches are responsible for the conduct of players and fans on and off the court.
- Victory Athletics is not responsible for any lost or stolen items at events.

How champions will be determined:

- Winners for each division will be based first on **overall win-loss record** over 3 games.

Two-team tiebreakers -

1. If there is a two-team tie, and the two teams have played each other, head-to-head is used.
2. If there is a two-team tie, and the two teams have not played each other, the tie breaker goes to point differential *up to 20 points per game*.
3. If there is a two-team tie, and point differential is even, fewest points allowed will be used.

Three-team tiebreakers -

1. If there is a three-team tie, point differential *up to 20 points per game* is used, regardless of head-to-head matchups.
2. If the point differential is even, fewest points allowed will be used.
3. If teams are even based on fewest points allowed, the winning team will be picked out of a hat.

NOTE: If a team forfeits a game, they will not be awarded a championship.