



HOOP TIME RULES SHEET



Team Eligibility

- Hoop Time has three levels of competition. For maximum enjoyment it is imperative that players & teams are graded correctly.
- The players that participate in the Round Robin days within a particular team will be the same players that progress through to Regional Finals & beyond if their team wins a Round Robin Day or receives a wildcard into Regional or State Finals.
- Players are not allowed to swap teams during or between Round Robin Days or Finals Series, unless the team must add a player or players to make a team due to medical reasons or circumstances outside of the school's control. The school must seek permission from Basketball Victoria's School Competitions Coordinator for the transfer of players from one team to another prior to the event.
- Players playing for a school must be a current student at the school. No team is to play players that do not attend the school they are representing. If a player has played that is not a current student at the school, that team will forfeit all its points for the day.
- Should any school wish to be granted an exemption for a student to play outside of their assigned division based on the below please email the competitions manager. These will be taken case by case.

Mixed Rookie Division

- The Rookie League is for BEGINNERS ONLY – Students who have never played basketball before or only for fun (i.e. not in any current domestic program).

Future Stars Division

- Schools should enter mixed teams of an INTERMEDIATE STANDARD (that is, children that play ANY level of domestic competition regardless of how low the grade is.)
- The following students are NOT allowed to compete in this section:
 - Any child that currently plays or has played representative basketball within the last 12 months – VJBL Victorian Junior Championship League, Victorian Junior League, Regional Leagues, Rep Development teams or any Country Victoria Rep teams.
 - Any child that has already played in the All Stars Division in 2024.
- In the event a team is discovered to have played an ineligible player after they have played in their round robin day, then any results that team had on the day will be overturned &, if they won the tournament, they will not progress through to Regional or State Finals. The team that came runner-up will take their place in the next round of competition.

All Stars Division

- Schools are to enter their BEST BOYS & GIRLS TEAMS in the All-Star League (regardless of whether they play representative or domestic competition). All Representative players MUST play in All Stars regardless of their level in the competition. Strong domestic players should also be in this team.
- In the event where a school cannot fill an All Star Girls team, two girls may play for the All Star Boys, with only 1 girl being on the court at a time team as long as this is verified with Basketball Victoria's Hoop Time Office Staff prior to your event. Boys are not permitted to play in any ASG side.

Competition Rules

- All games will be fixtured for 2 x 8-minute halves unless otherwise stated. (Shortened games will be 1 x 13-minute games).
- The clock will be started at the scheduled time, with the late team receiving a one-point penalty for each minute they are late. The Hoop Time Coordinator may decide to not penalise a team who may be running late due to circumstances outside their own control. Schools are to call ahead if they believe they will be late for their first game.
- A forfeit will be called if a team does not show up by half time in any game (or by the 6-minute mark if playing 1 x 13 minute games). In the event of a forfeit, the score will be marked down as 8-0.
- The clock will stop on all whistles in the last minute of the game ONLY when the score margin is 5 points or less.
- One 30-second timeout per team, per game will be allowed during which the clock will stop. The ball will advance after a timeout is called if it is inside the last minute of the 2nd half.
- The 2 free throw rules will apply after 4 team fouls have been committed in that half (or in the entire 13 minutes). The 5th team foul will result in 2 free shots. The juniors will shoot from the modified foul line, which is the closer line & seniors will shoot from the regular foul line.
- A Player can only commit 5 personal fouls per game. On the 5th foul the player is to be removed from the game.
- Any player or team official who receives more than one technical foul in a game will be disqualified and removed from the playing area and will take no further part in the tournament.
- **‘Ugly’ Behaviour Policy** – An ‘Ugly’ Behaviour Policy has been put in place for all Hoop Time days. This policy is to curb what is deemed to be ‘Ugly’ behaviour by any coaches, players or spectators towards officials or staff. All Schools must have read a copy of this document prior to their first Hoop Time Day of the year and agree to follow all policies that are included.
- 5 seconds in the key, centre line violation & 8 seconds in the back court all apply.
- Drawn games will be accepted, except if playing in a final.
 - Where a final game is drawn, an overtime of 3 minutes will be played. For round Robin tournaments - If there is still no winner after extra time, a “golden point” period will determine the result of the final.
 - No additional timeouts will be awarded during over time. Team fouls carry over from the second half. The clock will stop in the last minute on all whistles of the OT period if the score is 5 points or less. No substitutions in the last minute of OT unless the clock stops.
 - “GOLDEN POINT” RULES – Immediately at the end of overtime & if the scores are still tied, a jump ball at the centre circle will take place. Players will then play without the clock being switched on until a team score at least a point. First to score in “Golden Point” time wins the game. No timeouts are to be called during this time. Team fouls carry over from overtime. No substitutions are to be made at this time (unless a player is fouled out before the “Golden Point” is made)
- A Size 5 ball will be used for all Hoop Time Competitions.
- Possession arrow will determine any disputed possession.
- Full court ‘Man to Man’ defence is compulsory for the entire game in the Junior & Senior All Star Boys, All-Star Girls, and Future Star sections (unless the mercy rule is being enforced). Teams in this section who deliberately play zone defence, half court or full court press by not picking up a player each or drop back into the key will be penalised with the following: 1st time is a warning, 2nd time offensive team gets ball advanced to a base line throw in, 3rd time coach is awarded a Technical foul.

- Mercy Rule: Mandatory 3-point line defence will be enforced when a team is leading by 14 points or more. The leading team must return beyond the 3-point line once possession is lost. The ball will be returned to the offensive team immediately if they fail to comply.
- Each team is to nominate 1 competent person to assist on the score bench for each game.
- Teams are only allowed to play a maximum of 10 players per Hoop Time Day, including Regional & State Finals.
- It is the responsibility of the WINNING team to ensure that the score sheet is delivered PROMPTLY at the conclusion of each game to the Hoop Time Coordinator.
- Teams will be awarded 3 points for a win, 2 points for a draw, 1 point for a loss & 0 points for a forfeit.
- In the case of two teams being tied on equal points at the end of the day, ladder positions will be decided by the percentage.

Uniform Rules:

- Hoop Time aims to have as many children participating in basketball as possible. Therefore, some leniency towards uniforms is shown to ensure schools that do not have uniforms available can still participate in the program.
- Basketball Uniforms consist of 2 parts: shorts and top.
- **Shorts:** Shorts must not have pockets. Preferably, we would like to have teams in the same shorts, if not the same-coloured shorts is acceptable.
- **Tops:** Tops must have at least a number displayed on the back of the uniform. Tops must be the same colour. No 2 players can have the same number. Numbers must be displayed on both front and back of the tops. Should singlets not be available, PE polo tops are acceptable if they are all the same colour and have numbers on the back.
- Basketball Victoria recognises that in circumstances where religious and cultural beliefs conflict with the standard dress code, that modification to the standard uniform may be required. This may include, but is not restricted to the wearing of:
 - Traditional Muslim head scarf.
 - Leggings or tracksuits to cover legs.
 - Long sleeve tops to cover arms.
- Basketball Victoria states that headscarves are permitted to be worn, as (by rule) they pose no threat of injury. This includes headscarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips. It is recommended that the colours of headscarves or other garments should resemble the official colours of the school they are representing.
- Compression Garments & T-shirts under uniforms – With the rise in popularity of compression garments (such as skins etc) the following rules must be adhered to:
 - Compression garments can be worn under a player's singlet if they are sleeveless. If the compression garment is not sleeveless then it must be the same colour of the uniform.
 - Compression garments can be worn under a player's shorts if they end above the knee.
 - T-shirts can be worn under a player's uniform provided the t-shirt is the same colour as the playing singlet.
- Long Hair Policy - In Hoop Time, we will be enforcing the following rule in relation to long hair:
 - Plaits or braids will not be acceptable for players with long hair.
 - All long hair can be placed in a regular ponytail or secured in a bun.