



HOOPTEENTH CLASSIC OVERVIEW

GOAL

The goal for this year's Hoopteenth Classic is to help raise money for the Unity Unlimited Scholarship fund in efforts to help increase the high school graduation rate of historically underrepresented students who attend higher education.

HOOPTEENTH INFORMATION

FORMAT: Games will be split into three days. Play in games will take place on the first day to determine seeding in the single elimination bracket. Teams will play up three games before bracket play. The final two days will consist of the single elimination tournament.

PRIZES: 1st high school winners will be awarded an academic scholarship. All division winners will receive gift bags from our various sponsors.

REGISTRATION: Registration is open to boys and girls 10U through 18U. Registration is Free. Deadline for registration is June 8th 2022.

1. All teams must register online at www.juneteenthftw.com/hoopteenth-classic
2. Players may play for only one (1) team.
3. Players must be listed on the original roster that is filed online. Rosters and Waivers must be kept up to date and accurate! Each player must complete a liability waiver to be eligible to participate. Players may be added to the original roster through the online portal at juneteenthftw.com/hoopteenth-classic
4. Participants must have a valid I.D. with them while they are participating in the basketball tournament. Identification can consist of the following.
 - a. Drivers License
 - b. School I.D.
 - c. Birth Certificate
 - d. Transcript
5. Roster must be submitted to the tournament committee before the first game. No adding or deleting after the first game.

SCHEDULING: All games are to be played on the date and hour as originally scheduled. Any team that is not available to play at their scheduled time will FORFEIT. The supervisor has the official clock.

TEAM RESPONSIBILITIES:

1. Coaches shall be responsible for knowing all policies and procedures published herein, printed on Intramural entries, notices or flyers, etc..

2. Coaches are responsible for seeing that full names of all contestants appear on the team rosters and scorecards. Any person's name appearing on the scorecard will be counted as a participant in that contest. Team managers or coaches should sign each scorecard to attest to accuracy.
3. All team members and coaches should resemble good sportsmanship and should be aware that poor sportsmanship will jeopardize their team's future participation.
4. All team members coaches are responsible for maintaining contact with the Hoopteenth Classic Schedule in regard to schedules, entries, rosters etc. Schedule information will not be given out over the telephone. All schedule information will be posted on juneteenthftw.com/hoopteenth-classic

TOURNAMENT RULES AND REGULATIONS

General Overview: Teams can consist of three or four players: Three starters and one substitute.

1. No roster changes may be made after a team starts its first scheduled game.
2. Games are played on a half court using Hoopteenth Classic and standard 3x3 rules.
3. Scoring: 1-point per basket; 2-points for shots made behind designated 20-foot line.
4. First team to 21 points wins OR the team ahead after the 26-minute time limit wins.
5. Possession alternates after each made basket.
6. Hoopteenth Classic reserves the right to verify any player's age. Inaccurate information is grounds for immediate disqualification of the entire team. EACH PLAYER MUST CARRY PERSONAL PICTURE IDENTIFICATION (birth certificate for minors).
7. Hoopteenth Classic reserve the right to reduce the number of scheduled games, or shorten games, due to unforeseen circumstances

EQUIPMENT: The ball shall be a regulation basketball and will be provided by JuneteenthFTW. A team can provide their own ball if they choose to.

1. Flat, rubber-soled shoes are strongly recommended. However, any athletic shoe will be allowed on the court surface as long as the shoes do not mark the floor.
2. Equipment representing possible hazards to all participants in a game is not to be worn during a game. Elbow, hand, finger, wrist or forearm guard, cast or braces made of hard and unyielding leather, plaster, pliable (soft) plastic, metal, or any other hard substance, even though covered with soft padding, will always be declared illegal. Knee braces will be permitted if padded and metal is not exposed.
3. Head decorations such as bandannas, caps, hats, are also declared illegal (with the exception of non abrasive, unadorned headbands). Players may not wear jewelry such as pierced earrings, necklaces, rings, etc.
4. Final four teams will receive official Hoopteenth Classic jerseys to wear during the final four championship games. Participants will be able to keep their jerseys after competing.

PLAYERS: A legal team consists of three (3) players.

1. If at any point during the game, a team is reduced to 2 players, it will be left to the discretion of the officials to determine if that team has a reasonable chance to compete for the game to continue.
2. Substitutions may be made whenever the ball is dead. (Official's whistle or between halves). If a team attempts to substitute during a live ball, it will be a two shot technical foul.
3. Using illegal players will result in the offending team's removal from the league, regardless of whether or not the team captain was aware of violation or intent. This penalty may be enacted retroactively.

GAME PLAY: The game will consist of two halves, 12 minutes each with 2 minutes between halves. The clock will continue to run during halves except at the official's discretion. The clock may be stopped at any time it becomes apparent that stalling is taking place, while the ball is dead or if there is some unusual delay in getting the ball back into play. This includes injury time-outs.

1. The clock will stop at all times the ball is dead during the last two minutes of the second half. However, with two minutes remaining in the half and if one team has a 10 point lead over their opponents, the clock will continue to run throughout the remainder of the half. If neither team has a 10 point lead over their opponents with two minutes remaining in the second half, the clock shall be stopped at all times the ball becomes dead.
2. If under two minutes the lead is 10 points or more and then goes below 10, the clock will then begin to stop on all dead balls. If the lead then again exceeds ten points the clock will run. This will continue over the last two minutes.
3. Each game will start with a jump ball at the freethrow line. Each possession thereafter will be alternated. The official scorekeeper will keep track of the possession arrow.
4. Teams will be allowed 7 team fouls before entering the bonus situations (1 and 1 rule).
5. Overtime will only be played during times when there is no time remaining and teams are tied. Overtime will end when the first team scores to break the tie.
6. Each team will be allowed two time-outs per half. No other time-out may be taken except by order of the official. Time-outs will be 45 second each and are not accumulative, i.e., a team that uses only one time-out in the first half may not call three time-outs in the second half. Any requested time-outs in excess of the allotted amount will be penalized by a two shot technical foul.
7. The officials may call a time-out at their discretion.
8. If the clock is stopped due to any injury, and the injured player is replaced, until at least the next opportunity to substitute after the clock has started again, the time out is charged to the referee. However, if the player desires to immediately continue in the game, the time out must be charged to his or her team.
9. Unnecessary delay of game is prohibited, and may result in a technical foul.
10. A three point shot will only count as 2 points. On the line does not count as a three pointer.
11. The officials will only refer to the official scorekeepers and timekeepers of the game at hand.

12. ONLY officials are allowed to give out technical fouls for any taunting or foul language by members of the team or their respective spectators.
13. The team coaches will be held responsible for their fans' negative comments or actions towards the officials and committee members.
14. Calling any of the officials, timekeepers, scorekeepers, or any member of the basketball committee insulting names will not be tolerated and will result in a technical foul.

VIOLATIONS: Assuming there has been no technical foul prior to the start of the period, the game and each overtime shall be started by a jump ball in the center circle. The second half starts with the team entitled to possession given the ball at the division line opposite the scorer's table. After any subsequent dead ball, the only way the ball may become live is to resume play by a jump ball, by a throw-in, or by placing it at the disposal of a free thrower.

1. During a free throw attempt, players must be either in spaces along the lane or behind the free throw line extended. Restrictions for players in marked lane spaces end when the free throw touches the backboard, a rim, or the free throw ends. Top two lane spaces remain open. Four defensive players and two offensive players maximum in marked lane spaces.
2. DUNKING WILL BE ALLOWED DURING THE GAME. DUNKING DURING THE WARM-UP PERIOD WILL BE A TECHNICAL FOUL!!
3. Technical fouls will be counted against a player's total fouls as well as a team foul.

POLICIES AND PROCEDURES

SPORTSMANSHIP: The sportsmanship policy will be strictly enforced by the Hoopteenth Classic staff. It is the responsibility of each player to do everything possible to make certain that the game atmosphere is friendly and fun.

No player or team follower shall:

1. Use foul or derogatory language, threaten, or verbally abuse any other participant, Intramural employee, or spectator before, during or after the game;
2. Participate in a game for which he/she is ineligible;
3. Argue or talk back to the game official(s);
4. Intentionally strike, push, trip or otherwise physically assault or fight with another player, spectator, official, or staff member; or
5. Mistreat the facility, equipment or supplies of the Hoopteenth Classic

WARNING AND EJECTION: A warning and ejection system will be used to enforce the sportsmanship policy. Individuals or teams will be issued a warning as explained below. Two warnings will result in an ejection of an individual or the forfeiture of a game. EJECTIONS CAN BE ISSUED WITHOUT ANY WARNINGS!

1. (1) Technical foul = warning (2 free throws and the ball to opposing team mid-court opposite scorer's table). Count toward personal and team foul count
2. Second technical foul = ejection
3. Third technical foul on one team = forfeit of the game
4. Fighting is never permitted. Participants who fight will be ejected immediately and suspended from all further participation.

POSTPONEMENTS/SCHEDULES/FORFEIT: All games or matches will be played at the scheduled time unless major problems are present. If rescheduling is necessary, an email update will be sent to every team's captain as well as posted on the JuneteenthFTW website.

1. All contests shall be played on the date and hour as scheduled. A team not ready to play within a period of five minutes after the scheduled time will be charged with a forfeit, subject to the discretion of the officials, supervisor, and/or Hoopteenth Staff. "READY TO PLAY" means that a team must be on the playing field with at least the number of players required to constitute a team. Games lost by forfeit will not be rescheduled for any reason.
2. If a team leaves before an official or supervisor duly notes the forfeit, then both teams will be credited with a forfeit.
3. The team that is present at a forfeit must have a minimum complement of players allowed or both teams will be given a forfeit.
4. One forfeit will result in the team being dropped from the single elimination tournament. postseason competition.
5. In the event a team captain does not obtain his/her game schedule prior to the first game, a forfeit could result.
6. Only estimated times will be given on the bracket for the game time. In case of forfeit or other circumstances teams are asked to be in the gym one hour before their own (unless they play the first game of the day, so that we can keep the games going). Remember, the game time is forfeit time. So again, to avoid necessary forfeits, please be in the gym a game before your own.
7. If player(s) are under the age of 18 a parent or guardian must sign the release form.

MEDICAL EXAMINATION

1. Everyone is urged to obtain a physical examination before participating.
2. Coaches are responsible for knowing their teams own physiological limitations and are responsible for their participation in the program.
3. The Hoopteenth Classic has no insurance program for its participants. All participants are required to carry insurance.
4. Neither the Hoopteenth Classic nor Unity Unlimited Inc. can assume legal nor financial obligation for its participants, as participation in the Hoopteenth Classic is strictly voluntary. Any accidents incurred in transit to an event, watching, or playing during an event, or returning to place of residence after an event, is the individual's responsibility.

5. All injuries sustained in intramural sports play must be reported to the Hoopteenth Classic coordinator and/or supervisor on duty.