



## **2025–2026 Fadeaway Hoops Tournament Rules**

### **2025 – 2026 Fadeaway Hoops Tournament Rules**

**The National High-School Federation Rules and Regulations will apply to all tournament games except as superseded below. Fadeaway Hoops Tournaments are grade-based tournaments.**

This document outlines the rules and regulations for the 2025-2026 Fadeaway Hoops Tournament. Key sections include:

- 1. Conduct and Sportsmanship**
- 2. Game Rules**
- 3. Player Participation**
- 4. Uniform and Equipment**
- 5. Bench and Game Management**
- 6. Center Court Clock Table**
- 7. Tie Breaker Procedures**
- 8. Protest Procedures**

#### **1. Conduct and Sportsmanship**

##### **1.1 Player and Coach Conduct:**

- Coaches, players, parents, and attendees must conduct themselves appropriately. Swearing and inappropriate language are not tolerated. Site Directors have the authority to remove anyone from the tournament for inappropriate behavior. Any coach, player, or spectator ejected from a game must sit out the following game.

##### **1.2 Misbehavior and Ejections:**

- Coaches or athletes ejected for fighting are ineligible for the remainder of the tournament.
- Additional penalties up to tournament exclusion may be imposed by the OK Fadeaway Hoops Committee for fighting.
- Coaches or athletes ejected for unsportsmanlike behavior (not fighting) must sit out the next scheduled game. The head coach may appeal the penalty in writing within 2 hours of the game's conclusion, specifying who to contact and how the appeal will be reviewed.
- A second ejection results in ineligibility for the remainder of the tournament.
- Engaging in misbehavior may result in suspensions or other penalties by the OK Fadeaway Hoops Committee and Infractions Committee.

## **2. Game Rules**

### **2.1 Game Duration and Structure:**

- 1st, 2nd, 3rd, 4th, and 5th Grade: 12-minute halves.
- 6th, 7th, and 8th Grade: 14-minute halves.
- 9th thru 12th Grade (High School Divisions): 16-minute halves.

### **• Clock stops on all dead balls and free throws.**

- Warm-up: 4 minutes.
- Halftime: 2 minutes.
- 1st Overtime: 2 minutes.
- 2nd Overtime: sudden death, first team to score 2 points wins.
- No timeouts are permitted during sudden death overtime.
- Teams are allowed to dunk during warmup time.

### **2.2 Timeouts:**

- (1) 30-second and (1) 60-second timeout per half (no carry-over).
- (1) 30-second timeout in overtime (no carry-over).

### **2.3 Fouls:**

- Each player is allowed 6 personal fouls.
- Team fouls: 10 fouls result in 1 & 1 free throws; 13 fouls result in a double bonus (two shots).

### **2.4 Lead Rules:**

- If a team leads by 20 points or more with 8 minutes or less remaining in the second half, the game clock will run continuously.
- The clock will only stop for timeouts and injuries.
- If the lead is reduced to 15 points or less, normal stop-clock operation will resume.

- If a team leads by 30 points or more with 2 minutes remaining, the game may be ended at the referee's discretion for safety and sportsmanship.
- Continuous clock scenarios always include stoppages for injuries.

### **2.5 Pressing:**

- 1st Grade divisions can press only in the second half. Beyond a 15-point lead, only half-court defenses are allowed.
- 1st & 2nd Grade girls and 1st Grade boys can press up to a 15-point lead. Beyond a 15-point lead, only half-court defenses are allowed.
- All other grades can press up to a 20-point lead. Beyond a 20-point lead, only half-court defenses are allowed.
- Penalty for violation of the press rule: First offense = team warning. Subsequent offenses = 2-shot technical foul.

### **2.6 Free Throws:**

- 1st and 2nd Grade girls and 1st Grade boys can shoot close free throws.
- All other divisions will shoot from the regular free throw line.

## **3. Player Participation**

### **3.1 Team Assignment:**

- Players can only play for one team per division (Grade).
- A player cannot play down a grade level under any circumstances.
- Use of an ineligible player will result in the forfeit of all games in which that player participated.

### **3.2 Player Verification:**

- All players must be on the official team roster before Game 1 to be eligible for the rest of the tournament. No new players can be added after the first game.
- Player verification documents (Birth Certificate + most recent Report Card) are REQUIRED for every player.
- Coaches must have paperwork on hand at all games (physical binder or accessible digital copies).
- Verification is not checked before games, but is required immediately if a protest is filed regarding eligibility.
- If a player cannot be verified at the time of protest, the player will be ruled ineligible and the team may be penalized/forfeit per tournament rules.

## **4. Uniform and Equipment**

### **4.1 Uniform Requirements:**

- Teams must have both light and dark jerseys. Home teams wear light jerseys and must be distinguishable from opponents.
- Player jerseys must have numbers on the front and back (0-99). Numbers should be a minimum of 2" on the front and 4" on the back.

- Violation of uniform rules will result in a 2-shot administrative technical foul. Officials must notify any illegal jerseys before the game begins.

## **4.2 Equipment:**

- Each team must bring its warm-up balls. Officials will choose the game ball from the team's warm-up balls.
- Ball Sizes:
- Boys: 1st Grade 27.5, 2nd – 6th Grade 28.5, 7th – High School Grades 29.5 (Men's).
- Girls: 1st – 2nd Grade 27.5, 3rd – High School Grades 28.5.
- Only two warm-up basketballs are allowed per team.
- Players are not allowed to shoot on other courts between games or during stoppages of other games.
- The game ball is provided by the home team.

## **5. Bench and Game Management**

### **5.1 Bench Personnel:**

- Only eligible persons listed on the official roster (coaches, team manager, scorekeeper, etc.) may be on the bench.
- Non-athletes on the bench must wear dress shorts or long pants and shirts with collars and sleeves.
- Jeans, sweatpants, mesh shorts, cargo pants, t-shirts with no sleeves or hats, and open-toed shoes/flip-flops are not permitted. Women may wear dresses/skirts appropriate to the occasion.
- Violation of bench personnel dress code will result in a 2-shot administrative technical foul for each violation.

### **5.2 Team and Game Management:**

- Teams are allowed a 10-minute grace period before a forfeit is declared.
- Forfeited games will be officially recorded as a 15-0 score.
- Teams must notify the Tournament Director in advance if they are unable to make a scheduled game.
- Home Team is the first team listed on the schedule or the top team in bracket play. The home team sits on the left bench next to the scores table and wears a light-colored uniform.
- Visitor Team (listed second on the schedule or the bottom team in bracket play) sits on the right bench next to the scores table and wears a dark uniform.
- Coaches must always wear their event wristbands designated for OK Fadeaway Hoops events. A \$20 fee applies to replace a coach's credential.

### **5.3 Technical Fouls:**

- A coach or player assessed with a technical foul will not receive additional penalties for the first foul.
- For the second and subsequent technical fouls, the player or coach must leave the building and will be suspended for the next game.

## **6. Center Court Clock Table**

### **6.1 Clock and Bookkeeping:**

- Only the clock keeper and bookkeeper are allowed at the center court clock table.
- No spectators are allowed at this table.
- Fadeaway Hoops will supply the clock and bookkeeper.
- No additional books or personnel are allowed at this table.
- No checking of books by non-participants during the game.

## **7. Tie Breaker Procedures**

### **7.1 Head-To-Head:**

- 7.1 Head-To-Head: This is the default tie breaker and is only applied when there are two participants in the tie.
- If three or more teams are tied and not all tied teams have played each other, the head-to-head rule will be skipped and the next tie breaker will be applied.

### **7.2 Point Differential:**

- Total margin a team won or lost. Maximum point differential allowed is +/-15 points.

### **7.3 Points Allowed:**

- Sum of final scores by the team's opponents in all games. Lower points allowed results in higher standings.

### **7.4 Points Scored:**

- Sum of final scores by the team in all games. Higher points scored results in higher standings.

### **7.5 Maximum Differential:**

- Maximum point differential is set at 15 points. If a team wins by more than 15 points, the differential is still counted as 15 points. Forfeits are counted as 15-point wins.

## **8. Protest Procedures**

### **8.1 Player Verification:**

- All players must be verified through NSID before the start of the game. Athletes can only be protested before the start of a game. The protest fee is \$100 refunded if the protested athlete is found ineligible.

### **8.2 Protesting:**

- A coach or team manager must notify the official before the start of the game to protest a player. No protests can occur after the game has started.

Contact Information

For any questions or concerns, please contact OK Fadeaway Hoops.