



Hoop League™ Official Rules & Regulations

Revised 6/17/2020

Hoop League™ is determined to provide REAL GAME professional environment & hoop culture for our teams. The official rules were written with that goal in mind.

Hoop League™ House Rules

- Hoop League™ official(s) shall determine and advise team captains/coaches of any special rules of play that may be required by virtue of unique architecture of the facility prior to a game. Such "house rules" shall be binding only as to the specific game then being played and may be altered as to any subsequent game, whether or not involving either team then participating or those officials.

-HL HOUSE rule #1: Any technical foul results in immediate automatic 2 minutes on the bench. We want our games to run smooth and professional. This could occur at any time during a game. Play will NOT resume until player(s) have left the court.

-HL HOUSE rule #2: All players must check into a game with team uniform jersey with at least unique number PRINTED on the back. Hoop Leagues' mission is to provide a game atmosphere similar to the professional level. We want players and coaches to be uniform to identify proper teams and personnel. This creates a more professional cultures and better brand identity.

NCAA Rules to Apply

- NCAA rules shall govern all play except as provided herein or as determined by the officials in their discretion in light of special circumstances that occur.

League Schedules

- Coaches/Captains are encouraged inform of any schedule conflicts at time of registration.
- HL will make every effort to resolve reasonable conflicts. However, there are NO guarantees.
- Reschedules must be approved by league coordinators and must be worked inside rules of the host facility.
- Teams may be charged additional rescheduling fees determined by league's host facility.
- League play is officially 8-games regular season schedule with qualified teams "advancing to the playoffs"
- Playoffs seeds and teams qualified could change from each season being determined by total teams in division and league coordinator.

Commencement and Duration of Game

- Except as noted herein, the game clock shall start no later than five (5) minutes after the scheduled starting time even though the actual game may not yet have commenced. A team that does not have the requisite number of players (four) within ten (10) minutes of the designated starting time will be charged with a forfeit and all sanctions applicable there to shall apply. Should both teams be in default, the game shall be declared a "double-forfeit".
- *Exception:* In instances where gym time is reduced due to unforeseen circumstances not in control of the League (e.g. late running activities, inclement weather, lighting or other structural problems in the gym), the referees may, in their discretion, after notification to team captains, constrict the length of games in such way as to ensure a fair allocation of play for all teams scheduled that night.

- A team shall be allowed to commence and play a game with four players if a fifth is not available. A team with five or more players can elect to start and play 4-on-4 or 5-on-4. Should a team choose to start with four players, it can insert its fifth player at any dead ball during the game.
- A game shall consist of two 20 minute halves and a two-minute intermission between halves (provided that the second half may commence sooner in the referee's discretion if both teams are ready to play or exceptional circumstances exist). The first eighteen minutes of half shall be played without stopping the clock for any reason other than an officially-charged time-out or an official's timeout. During the balance of each half, the clock shall be stopped on all whistles. Clock will stop on made baskets with under a minute left in the 2nd half or any overtimes.
- If play is interrupted by an injury to a player or the loss of a contact lens, the referee may, in his discretion, stop the clock but in that event may assess a time-out to the team responsible for the delay in play.
- If a team leads by twenty (20) or more points at any point during the last two (2) minutes of the second half, the remainder of the game will be played as running time. However, should this lead fall under fifteen (15) points, the game will return to stopped time.
- In the event of a tie at the end of the second half, an overtime period of 3 minutes shall be played during which the clock shall be stopped on all whistles in the final minute. If, at the end of the overtime period, the score is still tied, additional 3 minute overtime periods will be played until a winner is determined.
- Each team shall be allowed four one-minute time-outs per game plus one additional time-out during the first overtime period only. Time-outs do not carry over to the overtime period. No time-out shall be permitted after the first overtime period.

Three-Point Goals

- The three-point goal shall be used in all facilities equipped with a three-point line, subject to the discretion of the officials.
- The NCAA three-point line shall be used for All Divisions, when available. If the NCAA length three-point line is not available, either the NBA or High School length shall be used, at the discretion of the League Coordinator

Fouls and Free Throws

- A player shall be disqualified upon committing his sixth foul of any type (including technical fouls), or his second technical foul. Any flagrant, unsportsmanlike foul shall result in two free throws, automatic ejection and loss of possession. A technical foul shall be counted as a personal foul as well as a technical foul.
- A player disqualified as a result of unsportsmanlike conduct shall promptly leave the vicinity of the gymnasium. His failure to do so shall result in automatic forfeiture by his team, in addition to disciplinary action against the player and/or his team as deemed appropriate by the League Commissioner.
- If there is no available substitute for a player disqualified on fouls (either because of a shortage of roster players at the game or because of previous disqualifications or injuries to other players), then such team shall have the choice, with the approval of the referee, to continue playing with five players including that player who has just committed his sixth foul (provided that such player has not been charged with two technical fouls), or to play with only four players. Such election must be made at the time the fifth player commits his sixth foul. If the team elects to continue playing with five players, in addition to the normal penalty, a technical foul shall be assessed against that team (but not on a player or coach) on the sixth foul and each subsequent foul committed by such player, and the penalty for such technical foul shall be two free throws plus possession of the basketball following any free throws attributed to the personal foul. The choice of whether to proceed with the disqualified player or with four players shall apply after each such subsequent foul by that player. If a team has multiple players disqualified, their opponent has the right to choose which disqualified player can return to the game under the above rules.
- Free throws shall be awarded as under NCAA Rules, except that if an official determines, in his discretion, that a foul was committed intentionally or recklessly, with obvious risk of physical harm, the official may assess, in addition to the normal penalty, a technical foul against the player.
- Substitutions may be made following whistles in accordance with NCAA Rules but only after the substitute has sought permission to enter the game and has been "waived in" by an official.

Forfeits

- If a team knows it will forfeit in advance of a game, it shall notify the opposing team captain and the League Office.

Postponements

- No postponements will be permitted unless express permission is granted by the League Coordinator.

Officials and Protests

- The officials have authority and control over all aspects of the game, as defined by the NCAA Rules, as well as supervisory functions at the host facility. The referee has the discretion of declaring games a "no contest" or a "forfeit", as defined by the NCAA Rules and the League Rules, above. Officials' decisions, even if in error, are not "protest-able". However, alleged errors of judgment, misinterpretation of rules or misconduct by officials should be brought to the attention of the League, which will take appropriate action administratively.
- Protests that are based on factors other than an official's decision or conduct should be made in writing to the League office. A favorable ruling on a protest will result in the protesting team being awarded a victory or the game being declared a "no contest". Games will not be replayed unless the Commissioner determines that unusual circumstances so dictate and the League is reimbursed the costs of such additional game.

Uniform Requirement

- Each team will be responsible for having the following at each game:
 - Reversible jerseys approved by the league with numbers on at LEAST the back (T-Shirts with numbers are NOT permitted). A technical foul will be assessed for each player who wishes to compete with an ineligible uniform (absent such a waiver). After week three (3) of a season, the League Coordinator has the right to refuse participation to players not in compliance with uniform

policy. Official Hoop League jerseys may be purchased through the facility or gym where the games are played.

Rosters and Eligibility

- Each team participating shall, prior to the season's commencement, submit to the League Office a roster listing all persons who may play for such team. Each team must have a minimum of seven (7) rostered players.
- All Adult League roster members must 18 years of age to participate.
- Each such person, as a condition to participating, must have first executed and submitted to the League Office the standard waiver form provided by the Office.
- Additions to rosters are permitted only in the discretion of the League. Such roster changes must be made by the date specified by the League. No additions may be made to rosters after a team has played it's THIRD regular season game.
- In order to be eligible for the playoffs, players must appear on the team's submitted roster and participate in at least one (1) regular season game. Players may be required to show photo identification or league's member card prior to participating in any playoff game.
- The League Coordinator retains the discretion to waive any of the foregoing eligibility requirements or to bar participation by any person in specific instances if they determine that the best interests of the League will be served.

Unsportsmanlike Conduct

- The League Coordinator retains the right to suspend or expel without refund from future participation in the league any player or team whose conduct is unsportsmanlike, inflammatory, or tends to reflect unfavorably on the Hoop League™, R.I.S.E or its members and partners, and to take such additional action against his team as may be appropriate, including expulsion from the league without a refund.
- Any player who is ejected from the game, must leave court immediately and have a formal 30 second count to exit. There will be *NO* exceptions,

or your membership can/will be revoked. Ongoing/post-game harassment will be entered as an additional season tech. The referee will have the right to call and forfeit the game if player does not leave within 30 second time frame.

- All full-blown ejections (2 separate techs same game) will result in suspension the following week, in that league. You will be eligible to return only after serving said suspension.
- 4 total technical fouls in a season will result in automatic 1 game suspension.
- Any player involved in a physical altercation will be suspended for remainder of the season and face possible membership termination pending management decision.

Playoff Tie-Breaker Procedures

- If two teams are tied in the standings after our regular season, the following tie-breakers will be used (in order):
 - Head-to-head results
 - If there was no head-to-head game, win percentage against common opponents will be used.
 - If teams are still tied, the team that has allowed the fewest amount of points (points against) shall win the tie-breaker. If a team has won a game by forfeit, their points allowed for the forfeit shall be counted as the average amount of points they have allowed in non-forfeited games. If a team has lost a game by forfeit, their points allowed for the forfeit shall be counted as the average amount of points they have allowed in non-forfeited games plus fifty (50).
 - Finally, if two teams are still equal, a coin flip will determine the higher seed.
- If more than two teams are tied, the following tie-breakers will be used (in order):
 - Head-to-head win percentage amongst all tied teams. If any of the tied teams has not played at least one of the other tied teams, ALL tied teams shall move onto criteria #2
 - Record versus opponents common to all tied teams. If no team is a common opponent between ALL tied teams, All tied teams should move onto criteria #3

- Fewest points allowed. If a team has won a game by forfeit, their points allowed for the forfeit shall be counted as the average amount of points they have allowed in non-forfeited games. If a team has lost a game by forfeit, their points allowed for the forfeit shall be counted as the average amount of points they have allowed in non-forfeited games plus fifty (50).
- Random drawing

Refunds

- Refunds can be issued to participants in cases of injury (a doctor's note may be required), up to a teams' fourth game. Participants will be refunded a pro-rated amount based on eight game season. Once a team has played four (4) games, no refund will be issued, regardless of the number of games the particular player has played. No refunds will be automatically issued; a request for refund must be made. A player who is issued a refund will not be eligible to compete in any further games that season.