



KONA ICE FRIDAY 2x2 TOURNEY

Rules & Policies

(XXII.1)

The intent of these Rules and Policies is to provide reasonable safety and protection, to create an atmosphere of good sportsmanship and fair play, and to establish consistent guidelines for the Kona Ice Friday 2x2 Street Basketball Tournament.

USE OF ILLEGAL PLAYERS WILL RESULT IN EXPULSION OF THE PLAYER AND/OR THE ENTIRE TEAM FROM THE TOURNAMENT, WHATEVER HOOPLA DECIDES. ILLEGAL PLAYERS INCLUDE ANY FOUND TO HAVE USED AN INACCURATE BIRTHDATE before, during or after the event (proof of birthdate may be required of ANY player for ANY reason at ANY time – and failure to provide such in an appropriate and timely manner to Hoopla is just cause for expulsion of that player and/or team from the event); ANY PLAYERS FOUND TO BE PLAYING ON A TEAM BUT NOT LEGALLY ON THAT TEAM'S ROSTER; ANY PLAYERS FOUND TO BREAK THEIR DIVISION'S HEIGHT, GENDER OR AGE RESTRICTIONS; AND/OR ANY PLAYERS WHO PREVIOUSLY WAS EXPELLED FROM THE EVENT BY HOOPLA. There should be zero complaints or issues with these policies; they are simply enforcing the honesty and good sportsmanship Hoopla relies upon for success and enjoyment for all.

INTENTIONAL AND FLAGRANT FOULS WILL RESULT IN STIFF PENALTIES.

Tournament Rules

1. **Keeping Score:** All baskets made from on or inside the 3-point arc count for two points. All baskets made from outside the 3-point arc count for 3 points. Free throws count for one point each. Games are played to 21 points or an 8-minute time limit.
2. **Game length and overtime provisions:**
 - Games will be played to 21 points or 8 minutes. At the 8-minute mark, if neither team has reached 21 points, the court monitor shall announce "last possession" and play will continue until the end of that possession. The "last possession" continues until the opposing team gains possession. Examples include:
 1. The team with last possession scores.
 2. Out-of-bounds is called against the team with last possession.
 3. A common foul, by the team with last possession, not followed by free throws.
 4. A violation by the team with last possession.
 5. A jump ball situation, where the alternating possession goes to the opposing team.
 6. A turnover by the team with last possession.

*If "last possession" is called during a dead ball situation when an inbound play will follow but before the ball is inbounded, "last possession" begins when the ball is placed at the disposal of the inbounding team.

*If "last possession" is called after a foul occurs, if it is not a shooting foul, "last possession" begins when the ball is placed at the disposal of the inbounding team.

*If "last possession" is called after a foul occurs where free throws will follow, "last possession" begins when the ball is placed at the disposal of the non-shooting team following completion of the free throw activity and the non-shooting team will have "last possession".

*If the team with "last possession" commits an intentional, flagrant, or technical foul, the free throws awarded for such fouls will be shot irrespective of the end of "last possession".

- If at the end of the "last possession", neither team has reached 21 points and the game is tied, overtime provisions are activated.
 - In overtime, the target score is 3 points greater than the two teams' current score at the end of the "last possession". The first team to the target score, no matter what the point difference is, is the winner. For



example, if the score was 8-8, the target score is 11. The first team to reach the target score of 11, regardless of the other team's score, is the winner.

- A coin toss will determine the first possession.
 - Each team will receive one, 30-second timeout during overtime. Unused timeouts from regulation will not be carried over to overtime.
3. **Which team receives the ball first:** A coin toss prior to each game will determine which team gets the ball out-of-bounds first.
 4. **Who calls fouls:** The referee or court monitor assigned to that court will call the fouls. All missed shooting fouls shall result in two free throw shots, all three point shot fouls will result in three free throws. On successful field goals with a foul called, the basket counts and one free throw shot is awarded. If not a shooting foul, if a foul is the 4th or a subsequent team foul, one plus one (if first free throw is made) penalty results. A change of possession results following the last free throw shot, regardless of whether the free throw is made or missed, except for intentional or flagrant fouls, as described in 4A, 4B, and 4C.
 - A. **Intentional Fouls:** An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on a referee's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the referee's observation of the act, if while attempting to play a ball, a player causes excessive contact. An intentional foul results in two free throw shots and the offended team maintains possession of the ball, which is taken at the backcourt line. **The court monitor, referee, or tournament official's decision is final.**
 - B. **Flagrant Fouls:** A flagrant foul may be of a violent or savage nature, or an act, which displays unacceptable conduct. It may or may not be intentional. It may also involve dead ball contact or dialogue which is extreme or persistent, savage or abusive. A flagrant foul results in two free throw shots and the offended team maintains possession of the ball, which is taken out at the backcourt line. The player committing the foul will be suspended from play for the remainder of that game. **The court monitor, referee, or tournament official's decision is final. Further, any ejection will be reviewed and removal from the remainder of the tournament will be left up to the sole discretion of the Tournament Director.**
 - C. **Technical Fouls:** All technical fouls, including taunting, baiting, trash talking, and profanity will result in two free throws and possession of the ball. A second technical foul will result in disqualification for the remainder of the game.
 5. **Sportsmanship:** Good Sportsmanship and cooperation is both anticipated and expected. Any questions should be directed to the court monitor at your court. The team captain or designated parent, if applicable, is expected to aid in controlling teammates and team followers' conduct and to represent his/her team in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the intentional, flagrant, or technical foul categories. **Disqualification of a player or an entire team from the remainder of the tournament is left to the sole discretion of the tournament director.**
 6. **Checked ball:** The ball must be "checked" by an opposing player before it is put into play. The ball must be passed to begin play. For ages 11 and under, for the first pass to begin play, as long as the pass receiver is entirely above the free throw line extended, the first pass shall be uncontested.
 7. **Timeouts:** Each team is allowed a single, 30-second timeout per regulation game. If a game goes into overtime, each team will be awarded an additional timeout. Timeouts left over from regulation will not be carried over to overtime. The game clock will stop during all timeouts.
 8. **Substitutions:** Substitutions may be made during time out or "dead ball" situations.
 9. **Change of possession:** The ball will change possession after scored baskets. There will be no "make it, take it" rule.



10. **Jump ball:** In a jump ball situation, the ball will first go to the team that lost the opening coin toss, alternating possessions thereafter.
11. **Ball out-of-bounds:** A ball out-of-bounds or any other violation will be taken out from the backcourt line.
12. **Boundaries:** The basket structure, padding, and support will be played as out-of-bounds.
13. **Taking it back:** The ball will be "taken back" on each change of possession, regardless or whether or not a shot was attempted. "Taking it back" means all three points (ball and both feet) must be behind the "take it back" line. The three-point line does not constitute the "take it back" line. It shall be a violation for a team to attempt a shot without first having properly "taken back" the ball. The penalty for attempting a shot without having properly "taken it back" is a loss of possession.

Tournament Policies

1. **Number of players:** Three players per team maximum. A team can have only two or fewer players on the court at one time. For all co-ed teams, a member of both sexes must be on the court at all times.

Bracket types: Teams will be divided into tournament brackets according to players' ages, heights, playing experience, and competition, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

A. **Bracket Organization:**

- Divisions consisting of six teams or more will be divided into pools of three, four, or five teams. The top two teams in each pool will advance to championship play, while the bottom one, two, or three teams will compete in the consolation bracket.
- Divisions consisting of five teams or less will contain only one pool, which will include all teams. Championship play will be determined by appropriately matching seeded teams.

- B. **Tiebreaker rule within a pool:** In the event of a two-team tie, the outcome is decided by the winner of the head to head game between the two tied teams. If three or more teams are involved in a tie, the winner will be determined by the point differential for all games played, with no maximum for the differential. Forfeits will be scored as a +5/-5 for the differential.

2. **Basket height:** 8 ½ feet high for 7 & 8 year olds: 10 feet for all other divisions.
3. **Free throw shooting distance:** 10 feet for 7 & 8 year olds; 15 feet for all divisions.
4. **Three point shooting distance:** 19 feet and 9 inches for all divisions.
5. **Dunking:** Dunking will only be allowed on baskets with breakaway rims. Dunking on non-breakaway rims IS NOT allowed at any time, including warm-up. Dunking will be a violation and the basket is disallowed with possession to the opposing team
6. **Player injury:** A court monitor or referee has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. If it is believed that a player has lost consciousness during a game, or is severely injured, Hoopla may require a written note from a medical doctor authorizing that player to continue to participate in the tournament.
7. **We are in charge:** Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Policies. Hoopla officials also reserve the right to disqualify any team for infractions of tournament policies, including the following:
 - A. **Use of illegal players:** The players listed on a team entry are the only ones eligible for play on that team. Player changes must be submitted and approved before a team's first game. Before the beginning of the tournament, every player must sign the Release & Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament.



B. **False information:** Information provided on your team entry form is the basis for division scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

C. **Unsportsmanlike conduct deemed to be excessive by Hoopla.**

8. **Game times:** Each team is advised to check the Hoopla App for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a five-minute grace period before a forfeit is enforced.
9. **Eligibility issues:** All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in Hoopla and the potential effects on their eligibility. Hoopla is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.
10. **Adding or changing a player:** Player additions or changes ***must be done before the beginning of your first game on Friday*** and can be done at the Tournament Check-In Tent.
11. **Division Formation:** Hoopla reserves the right to combine or cancel Divisions as needed. In such cases, participating teams impacted will not be due a refund provided they are given the opportunity to play in the Tournament.
12. **No Refunds:** Should a team sign up to participate in Hoopla or the Kona Ice 2x2 Friday Tourney but later want a refund, Hoopla will happily provide a full refund as long as the request for refund happens BEFORE the registration deadline. Once the registration deadline happens, Hoopla will offer NO REFUNDS for any reason. This policy recognizes the fact that game schedules are written; officials are recruited and scheduled; volunteers are recruited and scheduled; courts, facilities, amenities, supplies and more are purchased; and the entirety of the rest of the event is planned and investments are made based on the number of registrants Hoopla has at the point in time of the registration deadline. Thus, teams that for any reason want to cancel or drop from the event after the deadline create significant logistical issues for Hoopla. Player issues after the registration deadline are the responsibility of participating teams, not Hoopla. Any player or team disqualified from Hoopla or the Kona Ice 2x2 Friday Tourney for behavioral, sportsmanship or other reasons forfeits their entire entry fee and will not be entitled to any refund of registration fees regardless of when the disqualification occurs. Further, in the event of cancellation due to weather deemed to be inclement or unplayable as solely determined by Hoopla officials, or in the event of a cancellation for any other reason whatsoever aside from the Covid-19 provision mentioned on the Tournament website, no refunds or exchanges will be issued.