

HOPKINTON TAP-OFF TOURNAMENT RULES



UNIFORMS — Each team needs to supply its own numbered shirts of the same color. The team listed second on the schedule is considered the home team and should wear white.

SCORECLOCK/SCOREBOOK — The visiting team must supply a scoreclock operator. The home team must have someone keeping a scorebook at the scorers table as the official book.

GAME FORMAT — Games are two 20-minute halves. Running time except for the the last minute of the first half and the last 2 minutes of the game. Halftime is 2 minutes. The clock stops for team timeouts and can be stopped for delays such as injuries based on the referees' determination.

EQUIPMENT — Grade 4 girls use a size 27.5 ball. Grade 7/8 boys use a 29.5 ball. All others use a 28.5 ball.

TIMEOUTS — Teams get three timeouts per game to use at any time. See below for overtime.

OVERTIME — If the game is tied at the end of regulation, there will be one 2-minute overtime (stop time). Each team will have one timeout regardless of how many were remaining at the end of regulation. If the teams remain tied after the overtime period, the game ends as a tie.

FOULS — Five fouls on a player results in disqualification. Teams will shoot 1-and-1 on the seventh team foul of each half, and then two free throws starting with the 10th team foul.

GRADE 4/5-SPECIFIC RULES — For Grades 4/5, player-to-player defense only. No zones. No trapping or double-teaming. Defenders are allowed to play help defense and cut off drives inside the 3-point arc, but they cannot leave the player they are guarding and chase the ball. Also, no isolation offenses. On free throws, shooters are allowed one step in or they can jump over the line, but if they do either, they are not allowed to be the first player to control the rebound. Grades 6 and up have no rules restrictions.

PRESSING — For Grades 4/5, no full-court press allowed except for the last minute of the first half and the last two minutes of the game (and overtime). Presses must be straight player-to-player. No double-teaming, trapping or chasing the ball. A team winning by 15 points or more cannot press. For Grade 6 and up, teams are allowed to use man or zone presses all game, unless the pressing team has a lead of 20 points or more.

COACH BEHAVIOR — Coaches are expected to be respectful to the officials and the other team, and be responsible for making sure their team's players, parents and fans act accordingly. Coaches also are expected to put the safety of ALL players first. Coaches, players, parents and fans who violate this code of conduct are subject to removal from the tournament and a forfeiture of the entry fee, as determined by the Hopkinton Basketball Association Board of Directors.