

2009-2010 Cupertino Hoops Tourney Rules
4th-5th Boys & 4th-6th Girls

Basic	
Playing Time	Everyone plays at least half the game (20 minutes), if possible If more than 10 players, no player shall play more than half the game (20 minutes) and no player will play less than 15 minutes of the game If 7 or more players, no player may play an entire half without sitting out for at least 5 minutes Violations will result in forfeit of game!
Substitutions	With 10 players or less, substitutions may only be made at 5 min intervals
Defense	No restrictions, except: Girls: No backcourt defense allowed at any time
Coaches	Only one coach may stand up at a time
Ball Size	28.5"
Home Team Duties	Provide scoreboard operator Provide game ball
Under Shirts	Color of shirts under jerseys must either match the jersey color or be the same for the entire team.
Free Throws	
Distance	13½ feet
Bonus	7 th personal foul per half: 1 and 1 10 th personal foul per half: 2
Technical fouls	2 free throws and possession
Half time Free Throws	One for <u>every</u> player <u>present</u>
Disqualification	
Personal Fouls	5 in a game
Technical Fouls	Player: 2 in a game leads to disqualification for current and next game Coach: 1 in a game leads to disqualification for current and next game
Timing	
Game Duration	Two 20min halves; Running clock Stopped clock last 2mins of 2 nd Half if lead is 10pts or less
Half-time Break	5 minutes after free throws taken

Time outs	1 minute 2 per team per half
Overtime	
First Overtime	2 minutes; stopped clock 1 time out per team Fouls and bonus free throws carry over from 4 th Qtr
Second Overtime	1 minute; stopped clock 1 time out per team Fouls and bonus free throws carry over from 1 st Overtime
Sudden Death	First team that scores wins 1 time out per team Fouls and bonus free throws carry over from 2 nd Overtime
Borrowing Players	
	Not allowed
Mercy Rules	
No. 1	No backcourt pressure by a team leading by more than 10pts After one warning, violation will result in a 1 shot technical foul (losing team retains possession)
No. 2	When a team is up by 20pts or more, the scoreboard may be zero'd out for the remainder of the game if the losing team's coach approves
No. 3	When a team is up by 20pts or more, it must play man-to-man defense and only inside the 3pt line with no double-teaming for the remainder of the game After one warning, violation will result in a 1 shot technical foul (losing team retains possession).

2009-2010 Cupertino Hoops Tourney Rules
6th-8th Boys & 6th-8th Girls

Basic	
Playing Time	Everyone plays at least half the game (20 minutes), if possible If more than 10 players, no player shall play more than half the game (20 minutes) and no player will play less than 15 minutes of the game If 7 or more players, no player may play an entire half without sitting out for at least 5 minutes Violations will result in forfeit of game!
Substitutions	With 10 players or less, substitutions may only be made at 5 min intervals
Defense	No restrictions
Coaches	Only one coach may stand up at a time
Ball Size	28.5" for Girls / 29.5" for Boys
Home Team Duties	Provide scoreboard operator Provide game ball
Under Shirts	Color of shirts under jerseys must either match the jersey color or be the same for the entire team.
Free Throws	
Distance	15 feet
Bonus	7 th personal foul per half: 1 and 1 10 th personal foul per half: 2
Technical fouls	2 free throws and possession
Half time Free Throws	None
Disqualification	
Personal Fouls	5 in a game
Technical Fouls	Player: 2 in a game leads to disqualification for current and next game Coach: 1 in a game leads to disqualification for current and next game
Timing	
Game Duration	Two 20min halves; Running clock Stopped clock last 2mins of 2 nd Half if lead is 10pts or less
Half-time Break	5 minutes

Time outs	1 minute 2 per team per half
Overtime	
First Overtime	2 minutes; stopped clock 1 time out per team Fouls and bonus free throws carry over from 4 th Qtr
Second Overtime	1 minute; stopped clock 1 time out per team Fouls and bonus free throws carry over from 1 st Overtime
Sudden Death	First team that scores wins 1 time out per team Fouls and bonus free throws carry over from 2 nd Overtime
Borrowing Players	
	Not allowed
Mercy Rules	
No. 1	No backcourt pressure by a team leading by more than 15pts After one warning, violation will result in a 1 shot technical foul (losing team retains possession)
No. 2	When a team is up by 20pts or more, the scoreboard may be zero'd out for the remainder of the game if the losing team's coach approves
No. 3	When a team is up by 20pts or more, it must play man-to-man defense and only inside the 3pt line with no double-teaming for the remainder of the game After one warning, violation will result in a 1 shot technical foul (losing team retains possession).