

"DFW HOLIDAY HOOPFEST"

PRESENTED BY



GAME RULES

Length of Games:

- **Two 16-minute halves / Running Clock; 2-minute half time. (ALL DIVISIONS)**
- **The clock will stop on every dead ball during the last two minutes of the second half.**
- **The referee or a time out can only stop the clock.**
- **Maximum pre-game warm-up 5 minutes (subject to change). League officials have the discretion to shorten each period in order to maintain the time schedule.**

Time-outs:

- **Each team is given four time-outs per game.**
(2) 30-second timeouts per half. Time-outs do not carry over to overtime.

Fouls:

- **5 Fouls will disqualify a player from the game.**
- **After the 10th team foul of each half the opposing team will shoot (2) free throws.**

Technical Fouls:

- **Two free throws will be shot by a player on the court. The ball will be awarded to the opposing team.**
- **Technical fouls by coaches will be tracked and reported to the league director during the season. If a coach receives two technical fouls during the season they will be suspended for the next game. If this happens during the tournament they will be out for the remainder of the tournament.**

Free throw distance:

- **8U divisions will shoot from the "volleyball line" which is a distance of 8'. The shooter may land on the line but not completely past the line. For lane purposes, the player closest to the basket may line up below the low block.**
- **10U & up will shoot from the regulated free throw line.**

Full Court Press:

- **6u and 8u teams can press only in the fourth quarter and overtime. Teams up by twenty are required to be behind the half court line.**
- **10u, 12u, and 14u teams can press the entire game and overtime. Teams up by twenty are required to be behind the half court line.**

Overtime:

- **First overtime 3 minutes, second overtime will be 2 minutes.**
- **Each team is given (1) 30-second time out for overtime. Time outs do not carry over from regulation.**
- **Third overtime will consist of 5 free throws per team. Only one player from each team will be allowed to shoot the free throws. If both players make all 5 then they each will shoot three more free throws.**