



VALLEYFEST RULES & REGULATIONS

1. Who Can Play. The tournament is open to players entering grades 3 through 12, as well as all adults. A designated coach is required for all youth teams. A designated team captain is required for High School and Adult divisions. A player may not participate on multiple teams within the same bracket or division. A player may participate on multiple teams in different brackets or divisions. Mixed gender teams will be placed in Co-Ed brackets if tournament officials determine there are a sufficient number of mixed gender teams to form a specific Co-Ed bracket. Otherwise, mixed gender team will be placed in male brackets. For all teams placed in a designated Co-Ed bracket, members of both genders must be on the court at all times.

2. Team Names: Team names are limited to 20 characters only and cannot be duplicative. Names are assigned on first come first sign-up basis. Tournament officials reserve the right to reject any name deemed to be inappropriate. Team names that have been rejected will be replaced by the Team Captain's last name.

3. Number of Players. Except for the Adult bracket discussed below, each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team.

For the Adult brackets only, each team may consist of a maximum of 5 players and a minimum of 3 players. Only 4 players may be eligible for each game. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team.

For all brackets, player changes may be made up until the time of check in. All player changes shall be made via email. Any player changes requested after that time will be rejected and accommodated under any circumstance.

4. Authorized Equipment & Apparel. No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and clips will not be allowed. Hoop for the Valley, LLC retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

5. Eligibility Issues. All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in ValleyFest and the potential effects on their eligibility. Hoop for the Valley, LLC is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

6. Bracket Types. Teams will be divided into tournament brackets according to its players' ages or immediate upcoming school grades, heights, playing experience, and competition level, 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. Each player in all brackets 7th grade and above must possess photo identification upon sign-in. Failure to do so will result in disqualification.

7. Basket Height. Baskets will be set at 10 feet high for all brackets.

8. Basketball Size. The intermediate size ball will be used for all female games and any male or co-ed games consisting of players entering grades 3 through 6. The full-size ball will be used for all male and co-ed brackets, 7 grade and older. Ball will either be agreed upon by the teams or one will be provided if a ball agreement cannot be reached.

9. Free Throw Shooting Distance. The distance for free-throws will be 15 feet for all brackets.

10. Two-Point Shooting Distance. The distance for two-point shooting is 19 feet for all brackets.

11. Stealing the Ball. There are no stealing prohibitions. Players in all age categories may steal the ball when it is being passed, dribbled or held. All steals shall be cleared to outside of the two point line.

12. Fouls. In most brackets, the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. Non-shooting fouls will result in checking the ball up top. All shooting fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will referee all games in brackets consisting of teams whose players are entering grades 3 through 8. Players fouled behind the two-point arc, while in the act of shooting, shall be awarded two free throws. A player fouled behind the two-point arc, not in the act of shooting, shall be awarded one free throw. The exception will be for successful field goals, in which case the basket counts and no foul shots will be awarded.

A. Technical Fouls: A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court monitor, court marshal, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by the Hoop for the Valley, LLC organization on a case-by-case basis. The court monitor may also assess a technical foul if the monitor determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

B. Intentional Fouls: An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the court monitor'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 monitor's

observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

C. Flagrant Fouls: A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament. Technical, intentional, and flagrant fouls cannot be called by a player. A court monitor or court marshal will make this call. Their decision is final.

13. Crowd Control. The Team Captains or the designated Parent/Coach are the only people, other than the Players, whom are permitted to address the Court Monitor. Any Fans or Parents whom negatively address a Court Monitor, Marshal or Tournament Official shall be assessed a technical foul to their team and may be removed from the tournament at the discretion of the Court Monitor, Marshal, Tournament Official of Hoop for the Valley Board Member.

14. Stalling. Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket, and shall be defined as 30 seconds without any offensive shot attempt. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team (see rule 12a). Stalling is solely at the discretion of the Court Monitor and the Court Monitor shall invoke a 10 second countdown.

15. Which Team Receives the Ball First? A rock paper scissors prior to each game will determine which team gets the ball out-of-bounds first.

16. Keeping Score. All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner. (see rule 17 for exceptions). Each team in the **youth divisions** shall be responsible for providing a scorekeeper for each game.

17. Length of Game. All games shall have a running clock except during timeouts or stopped game play for player injuries.

A. All Divisions Brackets: The target score for all games is 20 points, meaning the first team to reach 20 points within 25 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 25-minute clock is stopped during team timeouts (see rule 25) and if the court monitor stops play for a player injury (see rule 28) or other unusual circumstance. If neither team has reached a score of 20 points, the court monitor shall stop the game after 25 minutes of play with the team in the lead being declared as the winner. The winning team shall return the score sheets to the Registration table immediately following the game.

B. Overtime: Only If the teams are tied will an overtime session be played. Possession is determined by a rock paper scissors conducted by the scorekeeper or Court Monitors. In overtime, the first team to score two points shall be declared the winner. (i.e. if the offensive team scores a 2 point basket on its first OT possession, they win).

18. Checked Ball. The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the 2 point line and not the out of bounds or end line. As always, the ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.
19. Change of Possession. The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls (see rule 12). There will be no “make it, take it” rule.
20. Taking It Back. The ball will be “taken back “on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the 2-point arc.
21. Ball Out-of-Bounds. A ball out-of-bounds will be taken out from behind the 3-point arc. The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds. Jump Ball In a jump ball situation, the ball will first go to the team which lost the opening rock paper scissors, with alternating possessions thereafter.
22. Dunking. Dunking is not allowed at any time, including during warm-ups. Dunking will be considered an unsportsmanlike act and will result in a technical foul.
23. Substitutions. Substitutions may only be made during a time-out or a “dead ball” situation.
24. Time-Outs: Each team is allowed a single one-minute time-out per game. The clock will not stop running during a time-out. No time outs in the last 2 minutes of the game.
25. Player Injury. A court monitor 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. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, Hoop for the Valley, LLC may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.
26. Game Times. All printed schedules are effective through only the first game for all teams. Following the tournament’s first game, each team is required to check the Master Scoreboard 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 5-minute grace period before a forfeit is enforced. Hoop for the Valley, LLC shall not be responsible for any games lost due to forfeits. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.
27. Player conduct. Players are expected, at all times, engage in good sportsmanship. Player are prohibited from disrespecting their opponents, the court monitors or referees, or event staff and volunteer. Players and their supporters in the crowd are prohibited from yelling during the opponent's free-throw attempts, or anytime in a disrespectful manner, or to distract your opponents. They are further prohibited

from booing, heckling or antagonizing a monitor, coach or player. Players are prohibited from blaming the loss of a game on monitors or coaches and strictly prohibited from using profanity or displaying anger that draws attention away from the game.

28. Diversity Statement. ValleyFest provides an atmosphere that is diverse and inclusive and will not tolerate discrimination of any kind. Hoop for the Valley, LLC has adopted a strict policy regarding all discriminatory remarks or actions from players, spectators, and tournament officials. Failure to adhere to this policy may result in expulsion from the event.

29. The Fine Print. Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Hoop for the Valley, LLC officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following: Use of Illegal Players The players listed on the team entry form as accepted by Hoop for the Valley, LLC are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 8:00 a.m., on Saturday, August 24, 2024. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Release and Waiver and Player Conduct & Sportsmanship Agreement. Any team using a player not properly registered will be disqualified from the tournament.

False Information: False Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.