

SPBC MFC Hoopfest

Policies and Official Rules

SPBC MFC Hoopfest Policies and Official Rules

1. Team Composition

- Each team consists of **3 players on the court** and **1 optional substitute**.
- Teams must have at least **3 players present** to start a game.
- Substitutions can be made during dead balls or possession changes.

2. Game Format

- Games are played on a **half-court** with one basket.
- Each game is **10 minutes running time** or the first team to **12 points**.
- A **coin toss** determines initial possession (winner starts with the ball).

3. Scoring

- **1 point:** All shots inside the arc
- **2 points:** All shots beyond the 3-point arc
- **Free throws:** 1 point each
- Winning team must either reach 12 points or have the highest score when time expires.

4. Possession and Gameplay

- Possession changes after every made basket.
- After a made basket:
 - Defensive team must **take the ball beyond the arc ("clear the ball")** before scoring.
- All possession changes (rebounds, steals, blocks):
 - Ball must be cleared beyond the arc before attempting to score.
- "Check ball" is required at the top of the key to start play.

5. Fouls and Free Throws

- Each team is allowed **6 cumulative fouls**.
- Starting with the **7th team foul**, the opposing team is awarded:
 - **2 free throws** per foul
- Offensive fouls result in loss of possession.
- No free throws on common fouls before the 7th team foul (unless shooting).

SPBC MFC Hoopfest

Policies and Official Rules

6. Violations

- Standard basketball violations apply:
 - Traveling
 - Double dribble
 - Carrying
 - Out of bounds
- Ball goes to the opposing team on any violation.

7. Overtime

- If tied, the game goes into **overtime**:
 - First team to score **2 points wins**.
- Possession is determined by coin toss.

8. Timeouts

- Each team is allowed **one (1) timeout per game**.
- Timeout duration: **30 seconds**.

9. Player Conduct

- All players must display **sportsmanship and respect**.
- No fighting, arguing, or abusive language.
- Officials' decisions are **final**.
- Unsportsmanlike conduct may result in:
 - Warning
 - Technical foul
 - Ejection

10. Forfeits

- A team forfeits if:
 - They are more than **5 minutes late**
 - They do not have enough players (minimum 3)
- Forfeit score recorded as **12-0**.

SPBC MFC Hoopfest Policies and Official Rules

11. Safety and Liability

- Players participate at their own risk.
- Proper attire (basketball shoes, athletic gear) is required.
- Injuries must be reported immediately.
- SPBC and Salvation Army are not responsible for injuries or lost items.

12. Final Authority

- Tournament officials have the right to:
 - Interpret rules
 - Modify game conditions if necessary
 - Maintain fairness and safety