



2019 Rules and Regulations

1. All games will have a twenty (20) minute time limit. One (1) time out will be awarded to all teams at the ten (10) minute mark. Each team will consist of a maximum of four (4) players and a minimum of three (3) players to start the game.
2. Substitutions may be made during dead ball situations only. Co-ed teams MUST have at least one (1) female playing at all times. If an injury occurs, stop play immediately and address the situation. If the player appears unable to continue, request a substitute and continue play.
3. ON GRADE Kindergarten TO 6th COURTS, an adult supervisor, 18 years or older, must be present at all games.
4. Teams must be present at their assigned court within five (5) minutes of the scheduled starting time. If the master game horn clock rings and only one team is ready to play, the team in question will be given a five (5) minute time limit to address their team responsibilities and be ready to play. Otherwise it will result in a game forfeit.
5. Games are played to twenty one (21) points, win by one. In the event of a tie score, each team will designate one player to shoot three (3) free throws. The player/team making the best out of three (3) will be declared the winner. Baskets made within the 3-point arc count for one (1) point. Baskets made outside the 3-point arc count for two (2) points.
6. All fouls result in one (1) free throw attempt, unless the shot is behind the 3-point arc, in which case two (2) shots will be awarded.
7. First possession will be determined by coin toss with team captains. The team who receives first possession will be responsible for keeping the game score sheet and possession arrow. The other team will work the score board. You, the referees, are not responsible for either required task, but you are required to know both tasks are covered before allowing the game to start. Unusual situations will occur and you may need assistance. The alternating possession rule will be applied for all jump ball situations.
8. Teams must "CHECK" the ball after all made baskets and dead ball situations. This is a common time for subs, so be aware of teams making changes on the fly. The ball must be "CHECKED" before play continues. The defender CANNOT GRAB or STEAL the ball directly following a "CHECKED" ball.
9. NO DRIBBLE DRIVES INTO THE KEY/BASKET ARE ALLOWED PAST the Free-Throw LINE FOLLOWING A CHECKED BALL. A PASS TO A TEAMMATE MUST BE MADE BEFORE ATTEMPTING TO SCORE. Be certain to address this rule with team captains BEFORE play begins.
10. On all LIVE change of possessions, including errant pass situations, the "ball" and the "player's entire body," must be "TAKEN BACK" behind the 3-point arc before attempting to score a basket. Failure to do so will result in the loss of ball and any made basket will be disallowed.
11. In order to promote the longevity of Spring Fling Hoop Thing equipment, DUNKING IS NOT ALLOWED!
12. Direct technical, flagrant and intentional fouls MUST BE ENFORCED at ALL times and at ALL levels of play. Sportsmanship and Player Safety are our priority to control.
13. UNUSUAL SITUATIONS, PLAYER AND SPECTATOR EXPECTATIONS. In order to maintain the family and good sportsmanship spirit of Spring Fling Hoop Thing, the referee has the authority to stop play and advise a player, teammate or spectator of the need to change his or her behavior. The referee also has the authority to bench a player to necessitate a change in behavior. Fouls may be applied directly to the team captain for the behavior of an unruly fan if unruliness remains after warning by the court official. If any situation is continuous, the court official may eject the player or spectator from the game or event.