

# 2010 “HoopFest” Jamboree

## Game Rules

1. Six (6) Minute Quarters – Clock stops on all dead balls
2. Pressing allowed at all times
3. One 60-Second and one 30-Second timeout per half per team. No Carryover. One additional 60-Second timeout for overtime period. Unused timeouts from second half may be carried over to overtime period.
4. 3 Minute Halftime
5. 3 Minute Overtime Period
6. **3<sup>rd</sup>/4<sup>th</sup> Grade teams may elect to limit pressing to last two minutes of second half and use shorter free-throw line if agreed upon by both coaches.**
7. Ball Size  
Boys 3<sup>rd</sup> – 6<sup>th</sup> Grade : 28.5  
Boys 7<sup>th</sup> – 8<sup>th</sup> Grade : Regulation  
Girls 3<sup>rd</sup> – 8<sup>th</sup> Grade : 28.5

## Additional Information

1. Teams should arrive 30 minutes prior to scheduled game time
2. Teams should bring own basketballs for warm-up.
3. Admission:
  - No admission for players and two coaches per team.
  - Admission for Spectators/Fans
    - Adults: \$4
    - Seniors: \$3
    - Students 7-18 yrs: \$2
    - Ages 4-6 yrs.: \$1
    - Ages 3 & under: Free

