## "HoopFest" Jamboree

Game Rules

1. 6 Minute Quarters - Clock stops on all dead balls
2. Pressing allowed at all times
3. Two (2) 60 - Second Timeouts per game. One additional $30-$ Second timeout for overtime period. Unused timeouts from regulation may NOT be carried over to overtime period.
4. 3 Minute Halftime
5. Overtime: First Overtime Period - Two (2) Minutes. Second Overtime: First team to score wins.
6. $3^{\text {rd }} / 4^{\text {th }}$ 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. $2^{\text {nd }}$ Grade may elect to play on $\mathbf{9 f t}$ Goal Ht. with $\mathbf{1 2 f t}$ Foul Line and limit pressing to last two minutes of the game.
7. Ball Size

Boys $2^{\text {nd }}-6^{\text {th }}$ Grade: 28.5
Boys $7^{\text {th }}-8^{\text {th }}$ Grade: Regulation
Girls $3^{\text {rd }}-8^{\text {th }}$ 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: \$6
Students 7-18 yrs.: \$3
Ages 6 \& under: Free
