

Good Hoop October 2022 Tournament Rule

Below are generally agreed upon the rules set by the Summer League Tournament Shareholder meetings. This rules set was generally determined with the philosophy of Fair Play, Sportsmanship and Opportunity of Participation.

Scheduling:

Game will be scheduled for 90 minutes time slots. Games are generally expected to be completed within this time frame.

Courts / Games which are running ahead of schedule are generally expected to begin at the scheduled time and not prior.

Courts / Games which are running behind schedule are expected to follow the minimum requirement set forth in this rule set; while at the same time completing games as expediently as possible.

Rules

FIBA Rules shall be used with the expectations indicated in this document.

Timing

5 minutes Warm Up (Mandatory Minimum)

Four 9-minute quarters

1-Minute Quarter / Overtime Break (Mandatory Minimum)

5-Minute Half-time Break (Mandatory Minimum)

Stoptime shall be used.

Time-Outs

1 Time out 1st Half

2 Time outs 2nd Half

1 Time out / Overtime (Carry Over Not Permitted)

Three Point Line

The **inside** three point line shall apply where applicable.

No-Charge Semi-circle

The principle of the No-Charge Semi-Circle shall not apply.

24-Second Shot Clock

ASAA Rule Modification

Reset to 24 Seconds on Turnover / Try for Goal

Reset to 14 for **Front Court Throw-In** as a result of Turnover / Try for Goal

Overtime

If the game is tied after regulation time, a winning team shall be determined in overtime by the "First Team score an additional 5 Points" or the "Team leading after a 3-minute Overtime Period" whichever comes first. If neither condition is satisfied at the end of the 1st overtime, a 2nd overtime period will be played with the first team scoring a point being declared the winner.

Full Court Pressure

A team leading by 25 points or more is NOT Permitted to Full Court Press their opponent.