



NORTH FLORIDA HOOP GROUP TOURNAMENT RULES

Check-in procedures and Dress Code:

All coaches (including assistant coaches) must check in prior to their first game at the main gym site or your 1st game site. Team rosters will be allowed a **MAX of 2** coaches per team. Coaches will be required to print and sign for their band, which **the band must always be worn during the event** (Coaches, be ready to show your id as it must match the Coaches names on the rosters). Any Coaches that lose or break their band, must purchase a replacement band at the cost of the spectator daily cost. **Only Coaches with a band will be allowed on the bench (All others will be asked to sit in the stands or be escorted out the building).**

Coaches must wear their team t-shirt, a Coaches polo shirt, team collared shirt, or may purchase and wear a NFHG shirt; **No gym shorts, sweat pants/shorts, jeans, t-shirts that do not promote your team or NFHG, shoe slides, sandals, crocs, and tank tops.** You can wear hats (nothing with foul language), shorts, but **no athletic gym shorts**. This will be strictly enforced to be on the bench.

Mandatory Team Check-In:

Each check-in gym will be listed the week of the event.

Friday's - Time: 5:00PM - 8:45PM (**Only if games are scheduled for the event**)

Saturday's - Time: 7:30AM – 3:00PM

(No Coaches can check-in past 3:00PM on Saturday and must pay for a spectator band)

Must have the following documents for team check-in (**Coaches must sign all turned in rosters**):

1. Turn in an official team roster for each team (All Coaches names must be listed on the rosters).
2. Player report cards (must show current grade for current school year)
3. Player birth certificate

NFHG will provide **two (2) Coaches** credentials per team at check-in. Coaches have to come to check-in to collect their credentials and must always wear their credentials for the whole tournament. If you misplace or lose your credentials, you must purchase a replacement band at the cost of the spectator daily cost.

IMPORTANT:

- **Players admission is free, all players must wear uniforms for admission into facilities.**
- Only one Coach allowed to stand to Coach at a time during the game.
- Teams are responsible for any equipment needed to warm up & jerseys.
- Each team is expected to arrive a minimum of 15 minutes before their game time.
- Our tournaments are a 3 game minimum guarantee!
- The venue will be open to fans and participants 15 minutes prior to the first scheduled game time of each day of competition. **ADVISE YOUR FANS NOT TO ARRIVE MORE THAN 15 MINUTES PRIOR TO THE FIRST GAME TIME EACH DAY AS THEY WILL NOT BE ALLOWED UNTIL THE DOORS ARE OPEN BY A STAFF MEMBER!!**
- We do not offer refunds once you register for an event, regardless of reason.
- We also will not provide any refunds to any fans once payment is made, and band is provided.
- **We encourage mask wearing, but not mandatory (Coaches/players may take it off during their games but are encouraged to put them back on after the game).**
- **Referees may start any game 15 minutes early if both teams are there and agree to start.**



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All tournaments are played under North Florida Hoop Group rules:

TEAM RESPONSIBILITY & GAME PLAY:

- Game forfeits will occur 3 minutes after the regularly scheduled game time. All forfeits will be cleared through the event directors.
- There will be a 3-minute warm-up in between each game. Please be prepared prior to the allotted warm-up time. No warm-up for teams that are late of original game start time
- Home team provides game ball (Guest team may provide the ball if okayed by ref/home team)
- Games will consist of 4 quarters (8) minutes for (1st-7th graders) and (10) minutes for (8th-12th graders) with running clock. The clock stops the last minute of the 2nd & 4th quarter on all whistles.
- Each team will receive (2) 30 second and (3) full timeouts. Each team will receive 1 full timeout if the game goes into overtime (timeouts role over to overtime in addition to the added OT full timeout).
- Halftime will be 2 minutes
- Player Fouls - Each player will be allowed 5 fouls before disqualification from the game.
- Team Fouls - Player will shoot (2) Free Throws on 5th team foul of each quarter (5th foul of each quarter is called BONUS) (team fouls reset each quarter).
- Technical and Intentional/Flagrant fouls - Will be an automatic 2 shots, plus possession (Flagrant II or III foul may result in injection of player)
- Overtime will be 2 minutes, if a 2nd OT is needed, the first team to score (in any matter) will be declared the winner.
- Tie Breakers will be done on a head to head basis. If there is a 3-way tie, we will use point differential up to +/- 15 points.
- Any forfeits will result in other team getting win as a result of 15-0
- A team which uses their own timeout can advance the ball to half court in the 4th quarter with a minute left to go at any point they have possession of the ball in the back-court.
- All varsity high school (boys/girls) teams should make sure you read the shot clock rules to be familiar with rules and guidelines (applies to events that use shot clock). There will be no excuse on not knowing the rules.
- **Fighting is an automatic ejection from the game and possible ban from the tournament.**

Mercy Rule Conditions:

- Teams ahead by 30 points or more at any point in the game must play defense behind the half court line. First offense: Warning, Second and all additional offenses: 2 shots administrative technical.
- The game will end if a team is ahead by 20 points or more at or after the final two-minute mark of the game. The game will be stopped, and the score will be posted as the official final score.



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Some NFHS (National Federation High School) rules will be in effect:

Any rule clarifications should be consulted to the event director before tipoff of the current game. Any rules which are in effect during a game will be at the discretion of the officials for that game. There will be a 5 second closely guarded and 10 second back-court in all games. The event operator and tournament staff have the final say on all rulings regarding tournament rules.

GAME PROTEST:

At any NFHG events, the Tournament Director shall handle all protests. All protest must be submitted no later than 60 minutes after your game or you can no longer protest that game. The payment of **\$125.00** must be paid by cash/card (**4% is added for card payments**) and must be paid before the start of any protests (**\$75 is refunded if protest is upheld**); All coaches are responsible to have a copy of their team(s) official rosters and their team(s) official books with every player's credential with them at all times; if you cannot produce your team(s) credential within 15 minutes once protest starts and both teams are notified of protest, that game will be an automated forfeit. If you paid for a protest and lose the protest, the **\$125 stays with NFHG**.

CONDUCT:

The Event Director reserves the right to dismiss any coach, player, spectator, or parent from the event. Coaches are responsible for their team and parents' behavior and will be asked to handle sportsmanship issues accordingly. Any coach or player receiving 2 technical fouls will be asked to leave the gym. That player or coach will be reviewed for suspension from playing in the following game. The Event Director reserves the right to assess or decline that suspension. Profanity will not be tolerated. **ANY** fighting will not be tolerated! **ALL** individuals, teams or coaches will be asked to leave the premises and may not return for the event. Cops may trespass you if you are not willing to leave the premises.

Any further questions, please email northfloridahoopgroup@gmail.com
For emergency: 904.322.3622 or 904.472.5899

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