



St. Joseph Hoopsgiving Classic Rules

Welcome to the St. Joseph Hoopsgiving Classic. We hope that you enjoy our tournament and have a great time participating in this fundraising event to provide tuition assistance to students and families in need. In the spirit of community and transparency, this is a basketball tournament coordinated by volunteers of St. Joseph Catholic School for the purpose of bringing the children of our community together in fellowship with one another.

Code of Conduct

1. All participants and spectators are expected to always display good sportsmanship as this is a family event coordinated by volunteers of St. Joseph Catholic School.
2. Criticism or rude behavior towards referees, court monitors or other volunteers is prohibited and can result in the loss of 1 point from their respective team. Continued offenses will result in the forfeiture of the game.
3. Any player, parent or spectator who displays conduct that is excessively offensive will be asked to leave the tournament by a police officer in attendance.

General

1. Double elimination format—all teams are guaranteed at least three games with a consolation game added if necessary. (A round robin format with a 3-game guarantee will be implement in the event a division has limited teams participating.)
2. Teams must register to play in the grade level of the highest grade of any member of the team. For example, if three 4th graders play with one 5th grader, the team must play in the 5th grade bracket.

3. Coed teams will play in boys' brackets within the appropriate grade level.
4. Teams must consist of 3 to 4 players. (A 5th player may be added if a 2nd team is not able to be created.)
5. Games will begin on time, and teams with less than 2 players present will forfeit the contest.
6. Games will take place beginning at 10:00 am on Saturday, November 22, 2025. Game schedules will be posted on the tournament website approximately 1 week before the tournament. (You should be available to play on November 22nd from 10 am to 5pm until brackets are posted with more specific times.)

Game Play

1. If a team elects to have a coach, the coach may communicate/coordinate with players on their respective teams. (i.e., "take it back", "time to sub out"). However, coaches may not communicate with referees or court monitors once the ball is in play.
2. Participants may respectfully communicate with referees and ask for clarification when appropriate after the whistle. (No debates—referee's call is final.)
3. Substitution is unlimited after whistle when the ball is not in play.
4. A game of paper-rock-scissors will determine who gets possession of the ball first.
5. The ball will change possession after all made baskets.
6. The ball will always be taken out at the designated mid-court line.
7. The ball must be checked to the defense and passed into a teammate to begin play.
8. The defense will not be allowed to advance past the designated "take back line" until after the ball is in play.
9. The ball must be taken back to the designated "take back line" on each change of possession. (Both feet must go behind this designated line.) If the ball is shot by a team that did not take the ball back, the official will stop play and that team will pass the ball in at mid-court.
10. All jump balls will be awarded to the defense.
11. Game balls will be furnished by St. Joseph Catholic School. However, you may bring 1 ball per team for warm up purposes. (Grades 1st and 2nd will use 27.5 size basketball balls. Grades 3rd through 6th will use 28.5 size basketballs.)
12. All made baskets will be worth 1 point.
13. Games will be a continuous 10 minutes of play (clock will not stop on dead balls or for any other unforeseen delay). The first team to 10 points or most points at the end of the game will be declared the winner.

14. Tie games/overtimes will be resolved with each player shooting 1 free throw. The most made free throws will result in the win. If a team has only 3 players, the opposing team will select 3 players to represent their team as well (free throw line will be adjusted based on grade level).
15. Significant stalling goes against the spirit of the game. Teams that appear to be stalling by the referee will be given a warning that they have 30 seconds for the ball to hit the rim or lose possession (30 seconds will reset if the ball hits the rim and is rebounded by the offense).
16. 1st through 2nd grade teams will play on 8-foot goals.
17. 3rd through 6th grade teams will play on 10-foot goals.
18. Free throw line will be marked 5 feet from the backboard for 1st through 2nd grade; 10 feet from the backboard for 3rd through 4th grade and 15 feet from the backboard for 5th through 6th grade.

Foul Rules

1. The first 6 fouls will result in the offense taking the ball out at mid court. After 6 team fouls, the offense will be able to shoot 1 free throw AND resume position of the ball.
2. Technical fouls can be given at the discretion of the referee for both player and spectator offenses. A team will forfeit the contest if penalized with 2 technical fouls.
3. Flagrant or excessive bad-faith fouls (i.e., fouling as defensive strategy) will result in the dismissal of the offending player for that particular contest. (This is to prevent injury and with the hope an adult can explain how to improve in the next contest. Warning will be given by the referee unless egregious in nature.)