



AGE/GRADE ELIGIBILITY

A player may qualify under the age exception rule if they have been advanced in grade due to academic excellence or parental preference. The following guide determines all eligible ages at grade levels.

9U/3rd Grade

An athlete who is in the 3rd grade as of October 1, 2022 and who is no older than 10 on or before August 31, 2023, is eligible to compete in the 9U/3rd Grade division.

10U/4th Grade

An athlete who is in the 4th grade as of October 1, 2022 and who is no older than 11 on or before August 31, 2023, is eligible to compete in the 10U/4th Grade division.

11U/5th Grade

An athlete who is in the 5th grade as of October 1, 2022 and who is no older than 12 on or before August 31, 2023, is eligible to compete in the 11U/5th Grade division.

12U/6th Grade

An athlete who is in the 6th grade as of October 1, 2022 and who is no older than 13 on or before August 31, 2023, is eligible to compete in the 12U/6th Grade division.

13U/7th Grade

An athlete who is in the 7th grade as of October 1, 2022 and who is no older than 14 on or before August 31, 2023, is eligible to compete in the 13U/7th Grade division.

14U/8th Grade

An athlete who is in the 8th grade as of October 1, 2022 and who is no older than 15 on or before August 31, 2023, is eligible to compete in the 14U/8th Grade division.

GAME PLAY RULES

The National High School Federation (NHSF) rules & regulations will apply to any rule not specified below. Please note, a Source Hoops Next Tournament Director reserves the right to adjust any gameplay rule if conducive to event.

All games will be officiated by two certified referees, licensed by accredited association at the high school level or higher.

GAME LENGTH

- 3rd-6th Grade will play two 14-minute, stopped-time halves. (28.5 size ball)
- 7th-8th Grade will play two 16-minute, stopped-time halves. (29.5 size ball; girls use 28.5 size ball)
- Pre-Game Warm-Up time will last 5 minutes; please prepare to play/stretch prior to warm-up
- Halftime will last 3 minutes
- The first and second Overtime will last 2 minutes (stopped time). 3rd OT will be determined by Sudden Death (first basket to score in 3rd OT period will be declared winner).

TIMEOUTS

- Each team will have 4 Timeouts per game: 2 Full & 2 30-second Timeouts
- Each team will have 1 Timeout per Overtime period
- Timeouts from regulation do not carry over to Overtime periods

MERCY RULE

- The clock will run continuously if at any time the lead is 20 points or more; the clock will resume normal operation once the lead is back below 20 points.

ROSTER RULES

To ensure fair play at Source Hoops Next events, it's required that all players show proof of age and grade by providing a birth certificate and report card OR by getting your players verified through obtaining an ID via National Sports ID. By obtaining an ID from NSID, you can avoid carrying around your athlete's sensitive information and speed up the check-in process at any tournament.

1. Teams are allowed a maximum of 15 players on a roster.

2. A player can play on two teams in the same tournament if the following conditions are met:

- The teams are from the same organization.
 - The teams are not in the same division.
 - The player meets the eligibility criteria for both teams.
3. No additions to a roster are allowed after first game.
4. All players/roster must follow eligibility criteria set forth by Source Hoops Next.
5. Challenging the eligibility of an opposing team's player:
- Only a Head Coach can challenge the eligibility of an opposing team's player.
 - Fans, parents, and assistant coaches are not allowed to make an official challenge.
 - Challenges must be made to tournament director before the game starts, no challenges can occur during or after gameplay.
 - If challenge is incorrect, the challenging team will lose a timeout and be assessed a technical foul.
 - If challenge is correct, ineligible player is disqualified, offending team loses a timeout and is assessed a technical foul.
 - Multiple ineligible player offenses from an organization will result in suspension from Source Hoops basketball events.
 - Nearly all ineligible players, whether intentionally or unintentionally put on a roster, are discovered during our Team Check-In process, however the ability to challenge a player is an additional layer of integrity at our events.
 - After one unsuccessful challenge by a coach, no player eligibility challenges can be made from that team in that same event.
 - There is no cost to challenge the eligibility of a player.

BENCH RULES

1. Teams are allowed 3 bench personnel. (Example: Head Coach, Assistant Coach, Bookkeeper)
- Teams will receive three complimentary coach's bands at Team Check-In (unless otherwise noted).
 - Home Team (designated on schedule) will provide official bookkeeper, game ball, and will wear light-color jerseys.
 - Wristbands must be worn on wrist at all times for the duration of the event; entry into gym cannot be permitted without a wristband.
 - Lost coach's bands must be repurchased at the going spectator rate.
2. The following Dress Code will be enforced at Source Hoops Next tournaments:

- All coaches (including assistant coaches and bench personnel) are suggested to wear a Team Polo or team t-shirt; shorts and jeans are permitted to wear.
- Excluded apparel includes, but is not limited to: Tank tops, open-toe sandals, flip-flops, pajama-style sweats.
- Hats are acceptable only if hat represents organization and must be worn properly.
- Judgment of acceptable attire will be the responsibility of tournament representative.

3. Benches must be cleaned of bottles/trash/spills after every game.

- Failure to clean up your bench area, especially after multiple instances, may result in forfeiture of tournament game.

GENERAL RULES

Forfeits

- A 5-minute grace period is allowed for late-arriving teams; failure to have 5 ready players on the court prepared to play by 5 minutes after the official game start time will result in a forfeit.
- The resulting score of a forfeited game will be 20-0, in favor of the non-forfeiting team.

Team Check-In

- Teams should arrive at designated Check-In area at least 45 minutes prior to official game start time to properly check-in with a Source Hoops Next tournament representative.
- Coaches should be prepared to show a clean copy of roster, birth certificate (or valid proof of age), and report card (or valid proof of grade) at Team Check-In.
- It is highly suggested your players obtain a [National Sports ID](#) to help your team check in more efficiently and to avoid carrying around sensitive personal information for your athletes
- Paperwork / Team Binder must be organized and prepared for review before Team Check-In process begins.
- All teams must go through the Team Check-In process before taking the floor.

Waivers

- ALL participating athletes must have a current waiver on file with Source Hoops, signed by parent/guardian.

SPORTSMANSHIP RULES

1. No fighting will be tolerated.

- Any player, coach, or spectator who is ejected for fighting is immediately suspended for the remainder of the tournament and is ineligible for a refund.

2. Technical Fouls

- Upon receiving 2nd technical foul in a game, coaches/players will be ejected and must leave the building. Receiving 3 technical fouls in same tournament will result in coach/player being dismissed for remainder of event.
- If a player, coach, or spectator is ejected for any reason, that individual must serve a 1-game suspension during the next scheduled game and cannot be on the bench or bleachers while serving suspension. If next scheduled game is a forfeit for any reason, the suspension would carry over to the next scheduled game.

3. Inappropriate Behavior

- Source Hoops Next expects all players, coaches, parents, spectators, and staff to act in an appropriate manner.
- Source Hoops Next officials may remove individuals from the facility or defer to law enforcement for hostile behavior.
- Source Hoops Next has developed a Code of Conduct for Coaches, Players, and Spectators. Failure to adhere to these standards can result in disqualification from event or inability to participate in future Source Hoops events.

REFUND POLICY

To request a refund of your tournament registration fee, you must email collins@sourcehoops.com BEFORE the tournament registration deadline (typically the Friday a week prior to event). Refunds cannot be issued after the registration deadline.