



## OFFICIAL VICTORY HOOPS 2026 RULES AND REGULATIONS

Updated April 2026

*Good sportsmanship and cooperation are both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as a spokesperson in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see rule 14). Failure to comply with the spirit of Victory Hoops, with acts such as fighting, taunting, intimidation or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.*

- 1. Who Can Play:** The tournament is open to players 9 years old (as of June 13th, 2026) and older, as well as adults.
- 2. Number of Players:** Each team may consist of a **maximum of 4 players** and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.
- 3. Authorized Equipment & Apparel:** No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal – even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and clips will not be allowed. Victory Hoops retains the right to disallow any equipment or apparel that it deems to be dangerous or inappropriate.
- 4. Bracket Types:** Teams will be divided into tournament brackets according to its players' ages, height, and gender in accordance with the information of each team entry form. Each player must meet age requirements within their bracket to play in that bracket. **(i.e., a 17yr old is not permitted to play in the 12-14 division)**. We do allow players to play up a division if they would like (i.e. an 11 year old is permitted to play in the 12-14 division if they would like). Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament. **ALL age and height requirements will be STRICTLY enforced.**
- 5. Court Dimensions & Ball Size:** Games are half court only. Free throw line: 15ft. from backboard. Basket height: 10ft. Two-point shooting distance: 19.5ft. from rim center. The intermediate size ball will be used for all 9-11, 12-14 year old games as well as the 15-17 year old girls games. The full-size ball will be used for all other games.
- 6. Jump Ball & Possessions:** A coin toss at the start to each game will determine which team gets the first possession. All jump balls will alternate after that. Scorekeepers and/or referees will track possession changes.
- 7. Stealing the Ball:** There will be 1 free pass given after the ball is checked if the pass is to a player who is above the two-point arc. If a pass is made **BELOW** the two-point arc after a checked ball, it is game for defensive play. The ball can be stolen at any time after and during play.

**8. Keeping Score:** All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Made free throws are worth one point. The first team to 20 points is the winner. (See rule 9 for exceptions)

**9. Length of Game – All Divisions:** The target score for all games is 20 points, meaning the first team to reach 20 points within 25 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 25-minute clock is stopped during team time-outs (see rule 10) and if the court monitor stops play for a player injury (see rule 11) or other unusual circumstance. If neither team has reached a score of 20 points, the timekeeper shall stop the game after 25 minutes of play. At the conclusion of 25 minutes the team with the lead shall be declared the winner, regardless of the margin. Only if the teams are tied will an overtime session be played. In overtime, the first team to score a total of two points shall be declared the winner. A coin toss will determine who gets the ball at the top of the 2-point arc first in overtime.

**10. Time-Out:** Each team is allowed a single one-minute time-out per game. The clock will stop running during a time-out.

**11. Player Injury:** A referee has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game or is severely injured that player will not be able to return to play in any games for the remainder of the tournament.

**12. Substitutions:** Substitutions may only be made during a time-out or a “dead ball” situation. **Substitutions can only be done by a player who is originally on the team at the time of the first game.** In extenuating circumstances a player may be substituted onto a team if they have not played in any games previous. **All height and age requirements will be STRICTLY enforced.** This exception may only be approved by the Tournament Officials.

**13. Fouls:** In most brackets, the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts, and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter’s unhindered shot. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the top of the 2-point arc. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Referees will referee all games in all brackets. Players fouled behind the two-point arc, while in the act of shooting, shall be awarded two free throws. A player fouled behind the two-point arc, not in the act of shooting, shall be awarded one free throw. The exception will be for successful field goals, in which case the basket counts, and no foul shots will be awarded. Referees have the discretion of calling fouls if they feel it is in the best interest of the game (i.e. arguing, safety, etc...).

**14. Technical, Flagrant, and Intentional Fouls: Technical** - A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a player, volunteer, court host, referee, or other tournament official shall be automatically ejected from the game and for the remainder of the tournament. **VIOLENCE, OBSCENE GESTURES/LANGUAGE, OR THREATS WILL NOT BE TOLERATED!** The referee may also assess a technical foul if the referee determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball. **Flagrant** - A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner

which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament. **Intentional** - An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the referee's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the referee's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

Technical, intentional, and flagrant fouls cannot be called by a player. A referee will make this call. Their decision is final.

**15. Dunking:** Dunking is NOT allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a Technical Foul.

**16. Out of Bounds/Boundaries:** A ball out-of-bounds will be taken out from top of the 2-point arc. The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.

**17. Checked Ball:** The ball must be "checked" by an opposing player before it is put into play. The check-in must occur at the top of the 2-point arc and not the out of bounds or end line. As always, the ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc. If the initial pass is made in front of the free-throw line extended, towards the basket, full defense may be played.

**18. Change of Possession** - The ball will change possession after scored baskets and all free-throw attempts except for Technical, Intentional or Flagrant fouls (see rule 14). There will be no "make it, take it" rule.

**19. Taking It Back** - The ball will be "taken back" to the take back line on each change of possession, regardless of whether or not a shot was attempted. Failure to "take it back" results in loss of possession and any points just scored. "Taking it back" means bringing your whole body and the ball past any part of the dashed take-back line, not sidelines or 2 point arc..

**20. Game Times** - All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is required to check the Victory Hoops Master Scoreboard (located at the Main Stage) for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Victory Hoops shall not be responsible for any games lost due to forfeits. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event.