



# Cool Hoops Game Format & Rules

## GAME FORMAT

- 2 halves – 16 minutes each
- Stop Clock
- 5-minute warm-up
- 2-minute halftime

## OVERTIME

- Sudden Death Overtime
- First team to score wins
- Jump ball to start OT
- No timeouts
- Clock does not run

## FOULS & FREE THROWS

- Regular fouls: 1 point + 1 free throw
- Fouled 3-point attempt: 2 points + 1 free throw
- And-1 basket: +1 point (play continues)
- Free throw is worth 1 point
- Shooting fouls follow same rule
- No bonus / double bonus
- Technical foul: 2 points + possession
- Excessive fouling or arguing may result in ejection

## HALFTIME MERCY RULE

If a team leads by **20+ points at halftime**, the winning coach must choose **ONE** option before the 2nd half begins:

### Option A – Score Reset

- Score resets to **0–0**
- 2nd half determines the winner

### Option B – Spot 10 Points

- Losing team receives **+10 points**
- Example: 32–12 becomes 32–22

Choice is **final** and must be declared before halftime ends.



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## NO PRESSING RULE

- If a team is **ahead by 20 or more points at any time:**
  - **No full-court press**  
Defense must drop back **inside the half court**
- Violation:
  - **Warning**, then **technical foul** for repeated violations

## GAME FLOW & OFFICIATING

- Ref decisions are final
- Substitutions on dead balls only
- No intentional fouling to stop the clock
- Delay of game may result in technical foul
- Unsportsmanlike conduct = technical, ejection, or forfeit

## POSSESSION & TIMEOUTS

- Jump ball to start game
- Alternating possession thereafter
- 1 timeout per half (30 seconds)
- No carryover timeouts
- No shot clock (refs may call stalling)

## IMPORTANT

- Games start on time
- Horns control warm-up, halftime, and game end
- Next teams must be ready courtside
- Please show up at least 15 mins before scheduled time to play