

HORNET CLASSIC RULES

1. Three or Four players per team. A game may start with a minimum of two players. If two players from a given team are not present and ready to play at game time, the team will forfeit the game.
2. A coin flip will determine which team receives possession at the start of the game.
 - Possession will be recorded by the scorekeeper.
 - Possession will alternate in the event of a jump ball.
3. Games will be played in a half-court setting.
4. Each game is played to 15 straight out (i.e. the first team to 15 points wins).
 - One point is awarded for a field goal. Two points are awarded for a basket made from beyond the three-point arc.
5. If neither team reaches 15 points the game will be called after 15 minutes. The team in the lead at the end of the 20 minutes is declared the winner.
6. Each team will be allowed one 30-second time out per game.
7. Possession of the ball will alternate on a made basket.
 - The ball must be checked in by a player from the opposing team at the start of a new possession. The ball must then be passed in by the offense (i.e. the possession cannot begin by dribbling the ball into play).
8. On a change of possession, such as a rebound or steal, the ball must be taken back beyond the three-point line before an attempt is made to score.
 - Both feet and the ball must be behind the three-point line for a successful take back. Advancing the ball prior to taking it back properly will result in the loss of possession.
9. Shooting fouls:
 - If the basket is made, the team will receive the point(s) and one free throw attempt.
 - If the basket is missed, the team will receive one free throw attempt.
 - If the free throw is made the ball goes to the opposing team. If missed, retain possession.
 - There is a 10-second time limit to initiate a free throw attempt. Violation will result in a loss of the free throw and the opposing team will be given possession.
 - The (offensive) players will call their own fouls. "Shoot for it" option will be available on controversial calls.
10. Non-shooting fouls will result in a new possession.
11. Substitutions can only be made on a dead ball.
12. Tie games will be determined by a team shoot out.
 - All four players will shoot from each team. Players can decide to shoot a free throw (1 point) or a three-point shot (2 points). Team points are totaled and the team with the highest total will be declared the winner of the game.

Age groups for Boys & Girls

- 10U - No player over 10 at the time of the tournament.
- 13U - No player over 13 at the time of the tournament.
- 16 U - No player over 16 at the time of the tournament.
- 18U - No player over 18 at the time of the tournament.
- 18 & over - One or more players aged 18-34.
- 35 & over - All players must be 35 or older.