hoop®

SEASON ONE

LAUNCH GUIDELINES

TEAM BRANDS

ALL TEAM BRANDS ARE OWNED BY **HOOP**

ALL TEAM BRANDS WILL BE THE SAME CARRYING OUT IN VARIOUS SEASONS

ALL TEAM BRANDS WILL BE GIVEN A PRESS & APPARELL KIT ACCORDING TO THEIR TEAM BRAND GUIDELINES

10 TEAMS

SEASON ONE TEAMS





OFFICIAL TRYOUT DATES

19-20 AUG

- Tryouts are open for both males and females from ages 18+
- All registered players will be assigned into teams by Hoop management
- Coaches will be situated in a panel setting and will be able to select the players they would like to join their teams.
- Each player will have a chance to play once.
- The tryout fee will be at KD 5 per player.
- Only registered players will be able to participate at tryouts. Walk-ins will only be applicable if there are empty spaces.
- Not all players at tryouts will be guaranteed a spot on a team.
- Each Coach can select up to 10 players to join their team with a minimum of 8 players.
- Coaches & Captains will then enter a draft pick where they'll be selecting their official players.

CAPTAINS & COACHES

- 10 Coaches applicable for Season 1.
- 10 Captains applicable for Season 1.
- Coaches & Captains will carry out from Season 1 to season 2.
- Coaches are responsible for selecting their teams and subs.
- Captains must be players.
- Captains cannot be part of a National team or Ex player.
- Captains must attend all meetings and coordinate with committee on tournament rules and policies.
- Captains are selected by coaches through an official Captains tryouts.
- Every team must have a coach and a captain.
- Coaches will be signed contracts to carry on with the same team within various seasons or will be selected on a different team if applicable.
- Coaches will be involved in all team related matters.
- Coaches will have authority over the Captain within game time.
- Coaches must discuss with Captains in regards to trading players, game plays and team structure.





GAME RULES

- Each playing team must consist of 3 males and 1 female on the court at all times. (min. 8 players on a team, max. 10).
- 24 second violation even when team gets possession back.
- 3 second offensive defensive violation.
- 5 potential fouls per player.
- Offensive/defensive basket interference.
- Flagrant foul 1 (2 free throws and possession)
- Flagrant foul 2 (2 free throws, ejected player and possession)
- Technical foul (1 free throw, team gets to pick the shooter)
- 2 technical foul (1 free throw, team picks shooter and player gets ejected)
- 4 team fouls in total
- Back court violations
- 5 seconds to inbound the ball
- Clock stops at dead ball, and within final 2 minutes of game

APPAREL CHAOS hoop 8 hoop® hoop®

HOOP AWARDS

1st place S1 Championship

MVP male player of the season
MVP female player of the season
Male defensive player of the season
Female defensive player of the season
Playmaker of the season
6th man of the season
Captain of the season
Coach of the season
Hoop Spirit award
All Hoop team
All defensive team



TRYOUTS REGISTRATION

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