

**COOPER HOOPSTER 2026**  
**GAME RULES AND GUIDELINES**

**MAJORS DIVISION (5<sup>th</sup> and 6<sup>th</sup> Grade)**

**GAME FORMAT:** All games will be six-minute quarters.

**Majors:** the clock will run/stop as in regulation basketball. The clock will run if a team is up 20.

**BALL SIZE:** Majors use a 29.5" basketball

**TIME-OUTS:** Teams are allowed four time-outs per game.

**PRESS:** No pressing with a 20-point lead.

**REQUIRED PLAYING TIME:**

All players must play 1 full quarter in the first half. Substitutions are not allowed in the first half. Open substitutions in the 2<sup>nd</sup> half but each player must play some in the 2<sup>nd</sup> half.

**EACH PLAYER MUST SIT AN ENTIRE QUARTER DURING THE GAME.** (Exception: if a team only has 6 or less players)

Example 1: If a coach wants a player to play the whole second half, he can only play in 1 quarter on the first half.

Example 2: If a coach plays a player both quarters in the first half, they are required to sit one full quarter in the second half. Playing even 1 minute in the 3<sup>rd</sup> quarter eliminates that player from playing in the 4<sup>th</sup> quarter.

A coach's failure intentionally or inadvertently, to comply with any of the Required Playing Time Majors Division Rules or any part thereof, may result in forfeiture of the game in question. Coaches should make every effort to have the scorebook documented to reflect their compliance with these rules when they have either an ill, injured, or disqualified player, or a player absent from their official roster.

**FOULS:** Each player will be allowed five personal fouls per game. After the fifth personal foul that player is disqualified and must remain on the bench for the remainder of the game. Team fouls will be tracked by quarter. Each quarter, the fifth team foul by one team will result in two free throws for the opposing team. Team fouls will reset each quarter.

**MINIMUM NUMBER OF PLAYERS:** FOUR (4) players are required to begin a game. A minimum of two players are required to complete a game. If a team does not have at least four players present by 5 minutes after the starting time, the officials will declare the game a forfeit.

**CONDUCT:** There shall be no disrespectful or hostile activity by a coach, player or spectator directed toward officials, coaches, players or spectators. Occurrence of a second incidence will require that person to leave the gym area. Coaches should direct offenders to a board member if a problem should arise. This decision will be made and enforced by officials and the Board.

Any technical fouls assessed to a player or coach during a game will result in further action by the board. These actions may include the following: sitting out the remainder of the game, sitting out the next game, removal from the league, being banned from the league in the future.

If a parent or coach is thrown out of a game and/or the gym by an official, the board reserves the right to prevent their child from playing in future games. Further punishment will be decided by the board on a case-by-case basis.

**OVERTIME:** If the game is tied at the end of the fourth quarter, a two-minute overtime period will be played. If the game is still tied after the first two-minutes, a second, sudden death overtime will be played. The first team to score will be declared the winner. Coaches can play any five players, that have not fouled out, during overtimes.

**DEFENSIVE STRATEGY:**

Any defense is allowed – no pressing if up 20 points

**BENCH RULES:** Only players and coaches are allowed on the bench; all others will be asked to leave the bench area. Only one coach is allowed to stand and address the referee during the game.

**SCORERS TABLE:** Each team is required to provide a volunteer to operate the clock and keep the score book during each game.

**END OF SEASON TOURNAMENT:** A tournament will be played at the end of regular season games. The tournament bracket will be designed by the board based on the team standings.

**AWARDS:** Awards will be presented following the final tournament game in each division.

**FREEZES:**

Each team is allowed two freezes. (brothers are the only exception) If parent does not coach, we need written authorization to freeze on a team.

Head coach player = 1<sup>st</sup> round freeze in whatever grade he is in.

Assistant coach player = 2<sup>nd</sup> round freeze in whatever grade he is in.

If both freezes are different grades, then both are 1<sup>st</sup> round freezes.

Ex. If a team has a 5<sup>th</sup> (head coach) and 6<sup>th</sup> grade (assistant) freeze, then that team would not draft in the 1<sup>st</sup> round of the 5<sup>th</sup> grade draft or 1<sup>st</sup> round of the 6<sup>th</sup> grade draft.

## **Lubbock Cooper Hoopsters Playing Time Rules**

### **Bucs & Minors Divisions**

<b># of Players</b>	<b>Minimum Playing Time</b>	<b>Extra Playing Time</b>	<b>Maximum Playing Time</b>
10 players	Every Player plays 2 full quarters	None	No player plays 3 or 4 quarters
9 players	Every Player plays 2 full quarters	2 players play 3 quarters	No player plays 4 quarters
8 players	Every Player plays 2 full quarters	3 players play 3 quarters	No player plays 4 quarters
7 players	Every Player plays 2 full quarters	5 players play 3 quarters	No player plays 4 quarters
6 players	Every Player plays 2 full quarters	4 players play 3 quarters	2 players play 4 quarters

### **General Rules:**

- Every player must play one full quarter in the first half and one full quarter in the second half
- Every player must play 2 full quarters before any player can play 3 quarters
- No player may play 4 quarters unless there are only 6 players available
- Substitutions may only occur for an injured player, and then only in the 4<sup>TH</sup> QUARTER if required playing time has been met by the players being subbed in and out