



HARDWOOD HUSTLE RULES

WIAA certified officials will be employed and NFHS rules will be in effect, unless noted below.

GAME ORGANIZATION

1. Teams will need to bring their own basketballs for warmups. Game balls will be provided.
2. First team listed on the schedule (or higher seed) shall wear light colored jerseys.
3. No more than 2 coaches on the bench and 12 players on a team.
4. Each team will receive 2 coaches wristbands and 1 scorekeeper wrist band. Wristbands must be worn at all times. Replacement bands are \$20.
5. Each team must supply either an adult clock operator or an adult official scorekeeper for each game. Please have this person ready to go prior to scheduled game time.
6. Each team can have only one coach designated to stand during play. All other bench personnel shall remain seated.
7. Players may play on more than one team, but not within the same division.
8. Players shall not play down in age, but may play up.
9. Any coach or team given a technical will award the other team 2 points and possession.
10. No pressing if a team is up by more than 20 points.
11. Game balls will be provided, but not warm-up balls.
12. A team will forfeit a game if they are not on the floor and ready to play at the scheduled start of the game.
13. All referee or tournament director decisions are final.
14. At this time, we do not have an athletic trainer at this event, so please plan accordingly.
15. Please, no carry-ins!

We encourage positive coaching and an encouraging environment. There will be Zero Tolerance on foul language or behavior. We will be swift in handing out technicals and/or removing any coach or spectator from the gym upon any lewd, inappropriate, or demeaning misbehavior to athletes and other coaches. Technicals will be given to teams if any spectators/fans become an issue.

The tournament director at the site will settle any disputes. No protests are allowed. We expect all participants to conduct themselves with class and exemplify the true spirit of our sport through the highest sportsmanship possible.

PLATINUM Girls Teams Only

Pre-game There will be a minimum of 5 minute warm-up period between games.

Half time There will be a 4 minute half-time clock between second and third quarters.

Game time Each game will consist of 10 minute stop clock *quarters*. There will be 75 seconds between 1st and 2nd and 3rd and 4th quarters. Clock will continue to run the final minute if a team is ahead by 20 or more points.

Time outs 4 time-outs during the regulation game. 2 Full, 2 - Thirty Seconds

Shot Clock There will be a shot clock set at 30 seconds for each possession.

Overtime The first overtime will be three minutes stop clock in length with shot clock. The second overtime will be a sudden death. Each team will be awarded one 45 second timeout per overtime. Timeouts do not carry over from the end of regulation to overtime.

Fouls Each player will get a maximum of 6 personal fouls. Each team will get a 1 and 1 free throw on the 7th team foul in a half and 2 shots after the 10th team foul in a half.

PLEASE CLEAN BENCH AFTER YOUR GAME!!!

DIAMOND Teams and Younger

Pre-game There will be a minimum of a 3 minute warm-up period between games.

Half time There will be 3 minutes between halves.

Game Time Each half will consist of an 18 minute running clock until the last 2 minutes. Clock will continue to run the final two minutes if a team is ahead by 20 or more points.

Time outs (3) 45 second time-outs during the regulation game

Overtime The first overtime will be two minutes in length with a running clock until the last minute. The second overtime will be a sudden death. Each team will be awarded one 45 second timeout per overtime. Timeouts do not carry over from the end of regulation to overtime.

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Defensive Restrictions by Division

- o Pressing is allowed according to rules below unless a team is up by 20 or more points.
- o 10u/11u – No Zone Defense is allowed. Only Man to Man pressing is allowed. Trapping and double teaming is allowed.
- o 12u division - Any half court Zone Defense is allowed. Only Man to Man full court pressing is allowed. Trapping and double teaming is allowed.
- o 13u and older – Zone defenses are permitted at all times. Any type of pressing is allowed the entire game.

Fouls

Each player will get a maximum of 6 personal fouls in the 15u and older divisions.

Each player will get a maximum of 5 personal fouls in the 14u and younger divisions.

Each team will get a 1 and 1 free throw on the 7th team foul in a half and 2 shots after the 10th team foul in a half.

Free Throws

- o 10u athletes can use the 12' free throw line, and can jump over the line.
- o 11u and older teams must use NFHS rules for free throws. The ball must be released from the shooters hand before teams can rebound.
- o Referees are given discretion on implementation of this rule with mixed teams and divisions. The two separate free throw lines can be used in the same game, with the 10u/11u mixed division. 12' line can only be used by 10u teams.

Game Ball Game Balls will be provided. Warm-up balls will not be provided.

- o Boys: 9U-12U will use the 28.5 size ball
- o Boys: 13U-17U will use the 29.5 size ball

Tie Breakers Head to Head results will be used first then Point Differential