



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 selected from teams.
2. Home team is listed 2nd in pool play or on the bottom of the bracket and wears light colored jerseys. Some teams only have one set of uniforms; please have your team bring all sets to all games.
3. No more than 2 coaches on the bench and 12 players on a team.
 - a. Coaches sitting on the bench must have a Coaches Wristband! No exceptions.
 - b. Each team will receive 2 coaches wristbands and 1 scorekeeper wrist band. Wristbands must be worn at all times. Replacement bands are \$15.
4. Each team must supply either an adult clock operator or an adult official scorekeeper for each game. Please have this personnel ready to go prior to scheduled game time.
5. Each team can have only one coach designated to stand during play. All other bench personnel shall remain seated.
6. Players may play on more than one team, but not within the same division.
7. Players may not play down in age, but may play up.
8. Any coach or team given a technical will award the other team 2 points and possession.
9. No pressing if a team is up by more than 20 points.
10. A team will forfeit a game if they are not on the floor and ready to play at the scheduled start of the game.
11. Tiebreakers:
 - a) Head to Head
 - b) Point Differential (+/-15 max)
 - c) Points Scored
 - d) Points Allowed
12. All referee or tournament director decisions are final.
13. An Athletic Trainer will be on-site at the Community First Champion Center for this event..
14. Please, no carry-ins. The concession stand is open to spectators on the main level before each game and up through halftime. ***Athletes should bring their own snacks into CFCC; there are no concessions on the athlete level.***
15. All athletes and coaches must stay on the lower level of the Community First Champion Center and are not allowed to go up to the main level. All spectators must stay on the main level of the Community First Champion Center and are not allowed to go down to the lower level.
16. **Please clean bench after your game!**

We expect positive coaching and an encouraging environment. **There will be Zero Tolerance for 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 behavior to athletes, coaches and officials. 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.

GAME PLAY

Warm Up: 3 minutes between games

Half time: 2 minutes between halves

- Only athletes competing in the current game are allowed on court at all times.
- For safety reasons, please stay off courts!

Game Length: Two (2) 18 minute halves

Game Play: Running clock until the last one (1) minute of each half. Clock will continue to run and not stop in the second half if a team is ahead by 20 or more points.

Time Outs: Three (3) 30 second time-outs during regulation game

Overtime: One (1) **two** minute max sudden death overtime.

- If tie remains, there will be a shootout: 3 shooters/team, one (1) free throw each.
- Most free throws made wins.

Fouls: Five (5) personal fouls per player

- 1 and 1 free throw on the 7th team foul in a half
- Two (2) shots after the 10th team foul in a half
- Team fouls reset at overtime

Free Throws: The ball must be released from the shooters hand before athletes can move.

- 9u/10u (2029/2028) athletes can use the 12' free throw line, and can jump over the line.
- 11u (2027) and older teams must use NFHS rules for free throws.
- 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 mixed divisions, 12' line can only be used by 9u/10u teams.

Defensive Restrictions by Division

Pressing is allowed according to the rules below unless a team is up by 20 or more points.

- 10u/11u – No Zone Defense is allowed. Only Man to Man pressing is allowed. Trapping and double teaming is allowed.
- 12u/13u division - Any half court Zone Defense is allowed. Only Man to Man full court pressing is allowed. Trapping and double teaming is allowed.
- 13u and older – Zone defenses are permitted at all times. Any type of pressing is allowed the entire game.

Game Ball: Game Balls will be selected from teams. Warm-up balls will not be provided. NO exceptions!!!

- Boys: 9U (2029) - 12U (2026) will use the 28.5 size ball
- Boys: 13U (2025) -17U (2021) will use the 29.5 size ball

QUESTIONS: Any questions should be directed to tournaments@blaze365.com before the tournament and to the Site Director during the tournament.

Good luck to all and #BeTheFlame!