

HARDWOOD Productions

Tournament Rules (Revised 3-1-09)

3rd Grade/9 & Under thru 5th Grade/11 & Under Games

Two (2) Eighteen (18) minute halves, with a Running Clock.

EXCEPTION: Clock will be stopped during the last two (2) minutes of regulation play in the second (2nd) half only, unless either team has a lead of Twenty (20) points or more.

6th Grade/12 & Under and Higher-aged Games

Two (2) Fourteen (14) minute halves, with clock stopped on all whistles.

EXCEPTION: Game timing will change to “Running Clock” at any time either team has a lead of Twenty (20) points or more.

Three (3) minute half-time

Three (3) Total Time-Outs to be used at any time during regulation time.

All over-times played as "sudden death" (first team to score wins).

EXCEPTION: At the Tournament Director’s discretion and upon the mutual agreement of both participating coaches, a series of one (1) minute sessions may be played in lieu of “sudden death”, with the clock stopped on all whistles.

One (1) time-out per team per over-time, with no carryover.

No restrictions on defense, pressing or player substitutions

One & One shot on the 7th team foul, with two (2) shots on the 10th team foul (Federation Rules)

All Girl’s games and Boy’s 3rd, 4th, 5th and 6th Grades will be played with a 28.5 Ball.

All Boys’ 7th and higher-aged games will be played with a Men’s ball.

Advancement from Pool Play to Bracket Play (if applicable) will be based upon Won/Loss record. Ties shall be broken by Head-To-Head competition results and finally, in the event of a 3-way or greater tie, Total Net Point Spread. Maximum Point Spread for winning teams in any given game shall be 15 points, regardless of final score. All “FINALS” games are the **Final Game**, regardless of previous games, Bracket or Pool. “Losers Bracket” side team **IS NOT** required to beat the “Winners Bracket” side team twice.

Any Player ejected from any game **SHALL NOT** be allowed to play in the next game immediately following the ejection. Any Coach or Spectator ejected from the facility for any behavior disruptive to any game, must promptly leave the facility (**NOT JUST THE GYM**) and **SHALL NOT** be allowed to return inside the facility until the following day or the balance of the entire tournament at the Tournament Director’s sole discretion. Failure to immediately exit the facility shall be forfeiture of the game to the opposing team, regardless of the score at that time.

Eligibility of players shall be based on the **AGE or GRADE** of each player in accordance with the Eligibility Rules. Protests of eligibility of a particular player by an opposing coach must be made to the Tournament Director **PRIOR TO** the protested game. Each coach, including the protesting coach, is responsible for having proof of Age or Grade for all players in their possession at all games in the event of any such protest. **NO PLAYER** may participate on more than **ONE (1)** team per Division in any given tournament!

Tournament Director rulings and exceptions are FINAL!

NOTE: In an effort to keep on schedule, **HARDWOOD** clock operators/scorekeepers will be responsible for filling in player numbers in the official scorebook. Accordingly, there will be **NO PENALTY** if a player is not listed in the scorebook upon entering the game.