



## **HARDWOOD ALLIANCE - RULES**

***ALL NFHS High School Rules Apply except for the following***

### **Coach Check In:**

- The facility will open 30 minutes prior to 1<sup>st</sup> game.
- Coach must check in team at admissions gate prior to 1<sup>st</sup> game, you will receive any necessary information there.

### **Length of Game:**

- 4<sup>th</sup>-8<sup>th</sup> Boys Divisions will play will play Two 14 minute stop time halves. The clock will run if there is a 15 pt. lead in 2nd half when clock reaches the 8 minute mark.
- 3<sup>rd</sup> Boys will play (2) 20 minute running times halves. Clock will stop last 2 minutes of 2<sup>nd</sup> half.
- All divisions will have a Halftime that will last 2 minutes and Warm Up will last 3-5 minutes.
- Game will be called at the 2 minute mark if a team is up by 20 or more points.

### **Miscellaneous:**

- One Coach may stand unless they receive a technical foul.
- If ejected, that coach will NOT be allowed to coach in next game.
- No warm-up basketballs provided and Home team provides game ball.
- 3<sup>rd</sup>-7<sup>th</sup> Boys and All Girls teams will use 28.5 basketball
- 8<sup>th</sup> Boys will use 29.5 basketball
- Regular rules for **ALL** grades. Example: pressing and zone are legal
- Free throws are played on the release and 3 point goals **do** count for all ages.
- NO PRESS when up 20 or more points.
- 1<sup>st</sup> team listed or on top of bracket is Home team and will wear light jersey.
- **Event director has final authority over any disputes.**

### **Overtime:**

- 1<sup>st</sup> and 2<sup>nd</sup> Overtime will be one minute stop clock. 3<sup>rd</sup> Overtime is sudden death/first team to score.

### **Timeouts:**

- (3) full timeouts per game.
- One full timeout per overtime period, no carry over from previous halves.

### **Tiebreaker:**

1. Head to Head (two team only)
2. Point Differential (+,-20 max)
3. Points Scored
4. Points Allowed

**GREAT SPORTSMANSHIP WILL BE ENFORCED! IT IS ABOUT THE KIDS!**