



GAME RULES

2026 SEASON

IT'S OUR TIME



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CODE OF CONDUCT

All teams must agree and abide by the MADE Hoops Code of Conduct:



KEY REMINDERS

Attendees with parent or spectator wristbands are NEVER allowed on the floor or at scores table. A violation of this policy is reprimandable by the event director immediately.

Programs are responsible for and may receive consequences for actions of their spectators.

PLAYER ELIGIBILITY

ONE TEAM ROSTERING

Players are only eligible to play for the ONE team they are rostered. Players are ineligible to play for a second team regardless of program/division/age (Determined by event registration roster).

ADJOINING STATE

Players & teams must abide by NCAA Adjoining State Rules for roster. Players are ineligible if they are not currently attending school (or permanent address is for HS ages) in the state or an adjoining state of the program's home state (Determined by Academic Documentation within the last 6 months or State Identification Card).

HIGH SCHOOL AGE RESTRICTIONS

Players can not be more than one year older than the standard for that grade. Thus players turning 2 years older than the listed division name before August 1st (end of summer high school grassroot period) are ineligible.

17U: Athletes can not turn 19 prior to August 1, 2026.

- DOB must be on/after 8/1/2007.

16U: Athletes can not turn 18 prior to August 1, 2026.

- DOB must be on/after 8/1/2008.

15U: Athletes can not turn 17 prior to August 1, 2026.

- DOB must be on/after 8/1/2009.

MIDDLE SCHOOL AGE RESTRICTIONS

Players qualify for a division based on their 2025-26 grade, provided they do not exceed the maximum age limit. An age exception rule exists allowing younger players to compete at a lower level than their grade.

PLAYER ELIGIBILITY (CONT.)

MIDDLE SCHOOL AGE RESTRICTIONS (CONT.)

8th Grade Divisions (2030)

- An athlete must be in 8th Grade US (Grade 9 CAN) or below for the 2025-26 school year and cannot turn 16 prior to August 1, 2026.
- No Age Exception for athletes that are enrolled/completed in 9th Grade US (Grade 10 CAN)

Eligible: Class of 2030 & DOB on/after 8/1/2010	Ineligible: Class of 2029 <u>OR</u> DOB before 8/1/2010
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7th Grade Divisions (2031 with 13U exception)

- An athlete must be in 7th Grade US (Grade 8 CAN) or below for the 2025-26 school year and cannot turn 15 prior to August 1, 2026.
- Age Exception: No Class Restriction if athlete does not turn 14 before August 1, 2026

Eligible: Class of 2031 & DOB on/after 8/1/2011 <u>OR</u> DOB is on/after 8/1/2012	Ineligible: Class of 2030 & DOB is before 8/1/2012 <u>OR</u> DOB is before 8/1/2011
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6th Grade Divisions (2032 with 12U exception)

- An athlete must be in 6th Grade US (Grade 7 CAN) or below for the 2025-26 school year and cannot turn 14 prior to August 1, 2026.
- Age Exception: No Class Restriction if athlete does not turn 13 before August 1, 2026

Eligible: Class of 2032 & DOB on/after 8/1/2012 <u>OR</u> DOB is on/after 8/1/2013	Ineligible: Class of 2031 & DOB is before 8/1/2013 <u>OR</u> DOB is before 8/1/2012
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5th Grade Divisions (2033 with 11U exception)

- An athlete must be in 5th Grade US (Grade 6 CAN) or below for the 2025-26 school year and cannot turn 13 prior to August 1, 2026.
- Age Exception: No Class Restriction if athlete does not turn 12 before August 1, 2026

Eligible: Class of 2033 & DOB on/after 8/1/2013 <u>OR</u> DOB is on/after 8/1/2014	Ineligible: Class of 2032 & DOB is before 8/1/2014 <u>OR</u> DOB is before 8/1/2013
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4th Grade Divisions (2034 with 10U exception)

- An athlete must be in 4th Grade US (Grade 5 CAN) or below for the 2025-26 school year and cannot turn 12 prior to August 1, 2026.
- Age Exception: No Class Restriction if athlete does not turn 11 before August 1, 2026

Eligible: Class of 2034 & DOB on/after 8/1/2014 <u>OR</u> DOB is on/after 8/1/2015	Ineligible: Class of 2033 & DOB is before 8/1/2015 <u>OR</u> DOB is before 8/1/2014
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RULES ENFORCEMENT

VERIFICATION REQUIREMENTS

Single Event Requirements

- Players must be registered with player details filled out before they are able to check-in and participate.
- Verification (NSID/Physical Documents In-Event) is not required but if a player is protested and a player's details are not verified, documentation must be shown to the MADE Director before the player is allowed to return to play.

Middle School Circuits

- Verification on Players Information is REQUIRED at event Check-In before they can play.
- Protested Players with in event verification will need to provide documentation to event director before continuing to play

NSID

- MADE Hoops' player verification partner serves as the highest form of certification for athletes' profiles.
- This can be done through the linking of NSID accounts and MADE Hoops profiles OR in the event of a protest/In-Event Check-In presenting an official NSID verification certificate (Active QR Code)

In-Event Verification

- MADE Hoops offers in person verification during check-in if original Identification and Academic Documents are presented.
- In the event of a paid protest a MADE Hoops director may choose to review documentation and profile information.

RULES ENFORCEMENT (CONT.)

PROTESTS

- Player eligibility protests must be made before the game ends and be made for a specific player.
- Protests can only be made by directors and head coaches.
- Protests require a \$50 deposit to an event director must be made before eligibility is looked at and determined.
- If protest is upheld \$50 is returned if protest is invalid \$50 is not returned
- Team Video/Picture evidence will not be accepted in any protest decisions

CONSEQUENCES & PUNISHMENT

- Player eligibility determinations from Paid Protests only affect the game in which protest was made.
- Once an eligibility ruling is made for a paid protest, it continues going forward, but does not over turn other games in the past that weren't protested.
- MADE does reserve the right to retroactively alter results based on an individual/teams violation history.
- Repeat offense to eligibility rules and/or Code of Conduct may result in game, event, and MADE Hoops events wide punishments that can be applied at the individual, team, program level.
- The onsite MADE Hoops event director has final say on all rulings and determinations.

STAFF & BENCH

BENCH

- Any staff sitting on bench must have the event coaches wristband.
- Only 3 bench coaches are allowed per team (not including director).
- Only ONE designated head coach may stand up during the game.
- Any team media personnel must be approved by MADE Hoops staff and have a media band.
- Only players of the team playing can be on bench (players of a different age groups is prohibited).

STAFF TECHNICALS

- No seatbelt: After being assessed a technical, coaches are still allowed to stand.
- Ejection: Coaches will be ejected after their 2nd technical and must leave the facility based on the consensus of MADE Hoops event director and referees.

CONDUCT

- Coaches and programs are responsible for the behavior and actions of their parents and spectators. The tournament director reserves the right to issue a bench technical foul for unruly, disrespectful, or unsportsmanlike behavior.
- Coaches must be in proper dress code. Violation will be subject to a technical foul.
- Non-approved dress code: Jerseys, hats, backpacks, headphones/earpieces, flip-flops, open-toed shoes.
- Circuit staff dress code: Khaki material pants/shorts/joggers, polo, quarter zip, team issued jacket/crewnecks, tennis shoes or basketball shoes.

PRE-GAME RULES

JERSEYS

- Top is away (dark colored jersey).
- Bottom is home (light colored jersey).
- Players on the same team cannot wear the same jersey number.
- Jewelry, including earrings, are strictly prohibited.
- One technical foul will be issued to start the game for violations.

WARMUP

- Warmup basketballs are not provided by the event.
- 3-minute warm up minimum unless agreed upon by both head coaches and MADE Hoops staff.
- Games CANNOT start more than 5 min early without head coach and MADE Hoops staff approval.
- Late teams punishment to be determined by Event Director only (per game bases).

GAME BALL

- Wilson Evolution is the official ball for MADE Hoops events.
- 6th grade boys and higher will use mens size (29.5)
- All Girls divisions and boys 5th grade and below with use Womens size (28.5)

SCORERS TABLE

- Staffed by MADE Hoops
- No team personnel allowed at the scorers table
- Player names and jersey numbers must be entered on BallerTV iPad before every game

GAME RULES

CLOCK

- **All MADE Hoops games are to be played with a STOP CLOCK at every whistle.**
- The clock does NOT stop on made baskets at any point in the game.
- If there is a 20-point lead at the 6 minute mark of the 2nd half, the game will become running clock (Free throws and deadballs).
- Running clock remains until the lead is cut under 10 points, then stop clock is reinstated.
- MADE Directors have the ability to call the game at 2-minute mark if precautionary to player safety.

HALVES

- 16-minute halves: 7th grade thru 17U girls & boys
- 14-minute halves: 6th grade and below girls & boys
- 2-minute halftime for all divisions

SHOT CLOCK

- Shot Clocks are to be used for circuit games only (as equipment allows):
 - » 17U MHC & Challenger Circuit Games
 - » Select 7th/8th Divisions in Regional Middle School Circuits
 - » All as equipment allows. Confirm with MADE director which games are circuit in given event.
- 30 second clock on all resets.
- There is NO closely guarded 5-second count when the shot clock is in use.
- In the event a shot clock is down/not working, then the closely guarded 5 count rule is in effect.

GAME RULES (CONT.)

TIMEOUTS

- **Each team gets 3 timeouts per game (45 sec).**
- Advancing: With under a minute on the clock in the second half and OT, coaches can advance the ball to half court if the offensive team has possession AND calls a timeout.

FOULS

High School (15U-17U):

- 1-and-1 bonus on the 10th team foul of the half. Double bonus on the 13th foul of the half.
- **Players foul out on their 6th foul.**
- Technical fouls result in two free throws.

Middle School Grade Divisions (4th-8th):

- 1-and-1 bonus on the 7th team foul of the half. Double bonus on the 10th foul of the half.
- **Players foul out on their 5th foul.**
- Technical fouls result in two free throws.

OVERTIME

- Overtime is first to 4 points (shot clock is active, but game clock is inactive).
- Overtime will start with a jump ball and possession arrow will reset.
- 1 additional timeout provided to each team.
- Fouls carry over from 2nd half.

TOURNAMENT POOL PLAY TIE BREAKERS

- Head to head
- Point differential between tied teams (15 max)
- Points against

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