

2026 HUSTLE TOURNAMENT-OFFICIAL RULES & ELIGIBILITY PACKET

MANDATORY ROSTER SUBMISSION

All teams must submit a final printed roster before their first game. NO EXCEPTIONS.

Each roster must include:

- Full Legal Name of each player
- Date of Birth
- Jersey Number
- Grade Level (as of Oct 1, 2025)
- Two (2) Coaches' Full Names for sideline clearance and wristbands
- Proof of Age & Grade (birth certificate AND school ID/report card) must be available on-site if requested



Players may only play for one organization.

No players may be added once your first game begins. Players must be on your roster.

AGE & GRADE ELIGIBILITY

Eligibility is based on the AAU 2026 season (Sept 1, 2025 - Aug 31, 2026):

- 9U / 3rd Grade - Age 9
- 10U / 4th Grade - Age 10
- 11U / 5th Grade - Age 11
- 12U / 6th Grade - Age 12
- 13U / 7th Grade - Age 13
- 14U / 8th Grade - Age 14
- 15U / 9th Grade - Age 15
- 16U / 10th Grade - Age 16
- 17U / 11th Grade - Age 17

Players must meet both age and grade requirements.

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GAMEPLAY RULES

All games follow Mississippi High School Activities Association (MHSAA) rules unless noted:

- 12U & Under: 16-minute halves (running clock)
- 13U & Above: 20-minute halves (running clock)
- Clock stops during free throws and final 2 minutes of second half if within 15 points
- 2 timeouts per half (no carryover)
- 10 team fouls per half = 2 free throws
- 5 personal fouls per player
- Technical Fouls: Coach 1st = sit, 2nd = ejection; 2 free throws for opponent

OVERTIME RULES

- 1 timeout during overtime- 1st OT: 4-minute running clock
- 2nd OT: 3-minute running clock
- 3rd OT: 1-minute with possession stoppage

BLOWOUT RULE

If a team leads by 25+ points with under 4 minutes remaining in the 2nd half, the referee may end the game early.

SEEDING & BRACKET RULES

Check the Exposure App or brackets at each venue.

Tiebreakers:

1. Win/Loss Record
2. Head-to-Head
3. Point Differential (+15 max)
4. Fewest Points Allowed
5. Coin Toss



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VIOLATION PENALTIES

- Roster violation = 15-0 forfeit
- Illegal player = Suspension and/or disqualification
- Playing on multiple teams outside of your organization= that team forfeits that game
- Fighting = Immediate removal
- Players must play in 1 pool game and be on your roster to be bracket eligible

ADDITIONAL RULES & REMINDERS

- 3-minute warmup before each game
- 10-minute grace period before forfeit
- Unruly spectators will be removed
- Home team wears light colors (listed left/top); bring both jerseys
- Each team must verify bracket times and court locations



FINAL DECISIONS

All final rulings will be made by:

Coach Donel Briggs - Tournament Director

Phone: (231) 215-1639

Email: d.briggs40@ymail.com