



HARDWOOD HUSTLE 2026 RULES

Updated 05/27/2026

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 4 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. Players must play their grad class or older.
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 time.
11. Tiebreakers: a) Head to Head {2-way tie only} b) Point Differential (+/-15 max) {3-way tie}
c) Points Scored d) Points Allowed

Note: If 2 teams have the same points, then the seed will be determined by head to head between those 2 teams. In a 3 way tie: Team 1: +12, -8, (+4), Team 2: -12, +6, (-6), Team 3: -6, +8 (+2). Team #1 will be Seed 1. Team #3 will be Seed 2 & Team #2 will be Seed 3. Points are used in 4 and 5 team pools as well. After the top team is determined in a 3 way tie, the 2nd & 3rd teams will be determined by the 2 Team Tie Breaker Rules. If they did not compete against each other, tie breaker is based on Points Scored then 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 and Blaze for this event.
14. Please, no carry-ins. The concession stand is open to spectators on the main level of CFCC and Blaze.
15. All spectators must stay on the upper (main) level of the Community First Champion Center and are not allowed to go down to the lower (court) level. All athletes and coaches can go between the lower (court) and upper (main) level of the Champion Center. The Blaze only has one level.
16. **Please clean the bench after your game!**

Respect Clause: 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 **Game Length:** Two (2) 18 minute halves

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 Play: Running clock until the last one (1) minute of the first half and last (2) minutes of the second half where then the clock will stop on every dead ball or blown whistle. 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 overtime. Team with the most points wins.

- **Sudden Death:** If tie remains *after the first overtime*, ref will put 2 minutes on the clock, **whoever scores first wins, free throws included**. Whether or not the shot was made on a shooting foul, all free throws should be taken per regulation rules (*in consideration of the tourneys point differential rules*).
 - If there is still a tie after the 2 minute sudden death, then there will be a free throw shootout
- **Free Throw 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

Technical: 2 points and the ball; player technicals count as personal fouls; if a player or coach receives 2 technicals in a game they are ejected for the remainder of that game. Intentional fouls handled per WIAA rules.

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

- 9u/10u athletes can use the 12' free throw line, and can jump over the line.
- 11u 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 and 10u teams.

Defensive Restrictions by Division

- 9u/10u - No Zone Defense or Pressing is allowed for any 9u or 10u division.
- 11u/12u – No Zone Defense is allowed. **Only** Man to Man pressing is allowed. Trapping and double teaming is allowed.
- 13u and older – Zone defenses are permitted. Any type of pressing is allowed.

Any full court press must be pulled off when a team is up by 20 or more points.

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

- Boys: 9U - 12U will use the 28.5 size ball
- Boys: 13U -17U will use the 29.5 size ball

QUESTIONS: Any questions should be directed to team@blaze365.com before the tournament and to the Site Director during the tournament. **Good luck to all and #BeTheFlame!**