

## **Hardwood Hoops – League Game Rules**

1. Game Play. Games are two 20 minute halves.
2. Clock. Game is running clock. The clock will be stopped the last minute of the first half and last two minutes of second half. If margin is 20 points or more clock will continue to run.
3. Overtime. 2 minutes stopped clock – 1<sup>st</sup> overtime.  
1 minute stopped clock – 2<sup>nd</sup> or more.
4. Timeouts. Each team gets 3 full timeouts per game. One timeout per overtime period. No carryover.
5. Player Fouls. Players foul out on their 5<sup>th</sup> foul.
6. Halftime. Two minutes.
7. Technical. Zero Tolerance for T's. No free throws shot for technical fouls. One point will be awarded.
8. Free Throw Policy.
  - a. During running clock free-throws will be shot 1 for 2 or 1 for 3.
  - b. During stopped clock normal free-throws will be taken.
  - c. Bonus at 7 fouls and double bonus at 10 fouls.

### **Youth Divisions Only**

1. Press Rule. Once a team is up by 20 points or more – no press.
2. Rosters. Players must be on league roster to be considered an eligible player. Players must have played in minimum of one league game to be eligible for tournament games.
3. Ball Size. The 10U and 11U divisions will use 28.5 ball. The 12U, 13U and 14U divisions will use the 29.5 ball.