

HARDWOOD CLASSIC x RECRUITLOOK SUNFLOWER SHOWCASE

“ALL NFHS Rules Apply except for the following”

LENGTH OF GAME:

- 15U, 16U and 17U will play (Two) 16-minute stop time halves.
 - Running Clock if there is a 15 pt. lead **AT THE 10 MINUTE MARK IN THE 2ND HALF.** Once lead falls under 15 points the clock will be stop clock.
- 6th/12u – 8th/14U will play (Two) 14-minute stop time halves.
 - Running Clock if there is a 15 pt. lead **AT THE 10 MINUTE MARK IN THE 2ND HALF.** Once lead falls under 15 points the clock will be stop clock.
- 3rd/9U – 5th/11U will play (Two) 20-minute running clock halves. Clock stops the **last two minutes of the 2ND HALF** unless the lead is greater than 15 points.
- Halftime will last 2 minutes and Warm Up will last 5 minutes.
- **IF A TEAM IS UP 20 or MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.**

FREE THROWS:

- At the 7th team foul in a half, the opposing team shoots 1&1. NO Double Bonus

MISCELLANEOUS:

- One Coach may stand unless they receive a technical foul.
- If player or coach is ejected, they will NOT play or coach in next game.
- **Fighting will NOT be tolerated. Players, Coaches or Fans involved in fighting will be disqualified from the event.**
- 5 personal fouls for all ages
- 7th-11th grade will use a Men's Basketball (29.5). All others will use 28.5 basketball.
- No warm-up basketballs will be provided. Home team provides the game ball
- 1st team listed in pool play or top of bracket is Home team and will wear light jersey.
- Each team is required to supply 1 person at the score's tables for each game.
- Tournament Director has Authority to override any rules

OVERTIME:

- 1st overtime will be 1 minute (Stop clock). 2nd overtime will be sudden death.

TIMEOUTS:

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

TIE BREAKER:

1. Head to Head
2. Point Diff (+,-20 max)
3. Points Scored
4. Points Allowed

