

2020 HUDSON HOOP CLASSIC XXXV

Sponsored by Hudson Kiwanis

Tournament Rules: Pool-play format. **Each team is guaranteed 3 games.** Teams that win their pools proceed to the championship game. The tournament committee reserves the right to cancel a round if weather or unforeseen circumstances make it necessary to do so.

Each participant (organization and individual) in this tournament must be covered by their own organization and/or individual's insurance policies.

Each team must supply their own jerseys **with numbers on both front and back.**
Where at all possible please comply with this as **it speeds up play.**

Ten-foot baskets will be used in all divisions and Youth basketballs (28.5") will be used.

Coaches are asked to sign-in and pick up their packet no later than one half hour prior to their first game.

Teams must be community based (no AAU, CYO or other). All team members must reside within the community school district boundaries. This means a team member attends the community school OR a private or parochial school, but lives within the community school district boundary

Tiebreakers:

- 1st Head-to-head result.
- 2nd Point differential. This includes a cap or maximum of +/- 15 points/game.
- 3rd Fewest points allowed.

Game Rules: Certified high school referees will work each game. High School Rules will be used with the exceptions below:
Games will consist of four (6) minute quarters, with five minutes between halves. Overtime periods are three (3) minutes. Each team is allowed a minimum five-minute warm-up period before each game, up to ten minutes if time permits.

Team defenses:

- **Teams may play any form of defense.**
- **The first three quarters, no full court press is allowed.** The defense must retreat over the half court line on any change of possession. On the first violation of this rule the team is given a warning. Further violations result in a two-shot technical.
- **In the fourth quarter and overtime, a full court press is allowed.**

Timeouts

Each team will have two 30 second time outs per half. Only one time out is permitted for each overtime period. Unused time outs do not carry over.

Mercy Rule:

When one team is ahead by 15 points with less than 4 minutes to go in the game, the clock runs continuously. The team in the lead is not allowed to defend in the backcourt until the opponent gets to within 14 points.

Grade 6 –Special Rule

Full court defenses are permitted for the second half.

Grade 4 – Special Rule

For free throws, players are permitted to jump over the line.

Grade 3 – Special Rules

- No pressing allowed in backcourt.
- Free throws for grade 3 boys are 12 feet (Players are not allowed to cross line).