

Bozeman Hardwood Classic

Rules (rev 1/24/2022)

1. **MHSA high school rules** will be used, unless otherwise noted below.
2. Players can only play on **ONE** team. Player must compete on a team in their own grade classification or they can play in a higher division. No player may be added to the roster or play on any other team after the team has played their first game in the tournament.
3. Each team member is required to have uniforms/shirts with visible and unique numbers on them.
4. Women-sized basketballs (28.5") will be used in all girls and 4th-6th grade boys divisions. A men-sized balls will be used in the 7th and higher grade boys divisions.
5. Each team must supply their own warm-up balls.
6. Game time is forfeit time. You may start a game with 4 players.
7. **Maximum of two coaches per team on the bench. Only the ONE head coach may stand, ask questions of the referee, or instruct players on the court.**
8. Games will consist of two 20-minute halves. **Clocks are running and will stop in the last minute of the first half and the last 2 minutes of the second half** for violations and free throws. The clock will also stop for the following:
 - a. Time-outs
 - b. Player injury
 - c. Referee's judgment
 - d. Technical fouls
9. Games will start at designated times. Warm-up time will be at least five (5) minutes. Halftime will be three (3) minutes.
10. Free throws will be shot. (Bonus on 7th foul and double bonus on the 10th foul).
11. 3-point shots will be used.
12. In 4-6 grade divisions pressing allowed only the last 2 minutes of the game. Pressing is allowed in other divisions unless there is a 20-point differential.
13. **In 4-6 grade divisions there will be NO ZONE DEFENSES.**
14. Substitutions on dead balls only.
15. Overtime will be 2 minutes with the clock stopping. 2nd overtime will be sudden death—First team to score a point wins.
16. Players are allowed five fouls.
17. Teams are allowed **3 - 30 seconds in length per game**. In overtime, each team will be allowed one (1) 30 second timeout. Unused timeouts from regulation are lost during overtime.
18. No trainer will be available, but ice will be available. No locker rooms will be available
19. Any individual acting in a manner that does not promote a safe environment for our children, families, staff and fans will be asked to leave. This includes actions and/or an accumulation of technical fouls from players, coaches and parents. Please report unsportsmanlike conduct to tournament staff.
20. Any coach or player receiving 2 technical fouls in a game will be asked to leave for the remainder of the tournament.

Tie Breakers and Seeding

1. Record
2. Head-to-Head
 - a. In the case where teams don't play every team in their pool and there is a 3-way tie in record, Head-to-Head will not be used, and we will go directly to point differential. 3-way tie will be evaluated for winner and the revaluation for the next 2 teams
3. Points Differential (maximum of 15 points per game)
4. Coin Toss