

2026 HUDSON HOOP CLASSIC XLI
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 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 school district boundary.

Tiebreakers:

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

Certified high school referees will work each game. High School Rules will be used with the exceptions below:

Games will consist of two (2) 20-minute halves, with five minutes between halves. It will be a running clock with stoppages for time-outs, shooting fouls and at the referee's discretion. The clock will also stop on all whistles during the final two minutes of the game. For shooting fouls, the clock will start once the referee hands the ball to the player for the second free throw. In the event of a tie, there will be one overtime period of three (3) minutes. If the game is still tied, we will move to "sudden victory" overtime periods of 3 minutes where the first team to score will win the game. Each team is allowed a minimum five-minute warm-up period before each game, up to ten minutes if time permits.

Team defenses:

- **Teams will be allowed to play man to man defense only, unless specified below. Help defense is permitted.**
- **No full court press is allowed in the first half or during the first 10 minutes of the second half.** 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.
- **During the final 10 minutes, a full court press is allowed.**
- **Any type of press is permitted but the team must fall back into man to man once the ball crosses half court.**

Timeouts:

Each team will have two 30 second timeouts 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 10 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 entire second half.

Grade 3 – Special Rules

No pressing allowed in backcourt.

Free throws for grade 3 are 12 feet (Players are not allowed to cross line).

Team Fouls:

After 7 fouls, teams will shoot one and one. After 10 fouls, teams will be in the double bonus.