



PLAY HARD TRAVEL FEEDER LEAGUE RULES

- Home Team is Listed First on Schedule (Wear White or Light Colored Jerseys)
- Teams will get 5 minute Warm Up Time Before Games
- Teams will provide scoreboard operator or scorebook keeper (Pre-Filled Scorebook Provided)
- Teams Provide Own First – Aid Kits (Ice Will be Provided at League)
- Concessions will be provided

PLAY HARD TRAVEL FEEDER LEAGUE GAME RULES

***IHSA rules apply unless otherwise noted.**

***20-minute halves, Clock Stops last minute of first half and two minutes of 2nd half (Halftime is 3 Minutes upon teams returning to bench)**

***Once a team reaches a 20 point lead, the clock will not stop until the lead gets cut below 15 pts.**

***3rd , 4th & 5th grade teams will use 28.5” ball**

***Coaches will have 3x 30 second timeouts per game to use at their discretion. In the event of overtime, each team will be given 1 extra timeout.**

***Technical Fouls and Flagrant Fouls result in two points, and the possession of the ball.**

***Overtime will be two minutes long with clock stopping on all whistles.**

Second overtime will be sudden death. Team must score two points to win but does not have to win by 2 points. No Timeouts in Sudden Death

PRESS & DEFENSE RULES

***8th grade teams may play man-to-man or zone defenses.**

***For grades 5 Gold, 6 & 7, zone or man-to-man press is allowed but once the offensive team crosses half court, teams must play man-to-man defense & no zone allowed. Help-line defense is allowed and a double team (trap) is allowed out of a man-to-man defense.**

***3rd, 4th & 5th Grade Blue & Silver Divisions can use a full court press of any type only during the last 10 minutes of the game and in accordance with the 15 point lead rule but must return to a man-to-man in the front court**

***No pressing by the winning team with a 15 point lead.**

Final League Decisions: David Adelman – 847-420-8115

PLAY HARD TRAVEL LEAGUE CODE OF CONDUCT

- **Damage – Any person responsible for any damage to the facilities, other people’s property, etc, will be ejected from the tournament and held liable for any costs.**
- **Fighting – Any parent or coach involved in any type of physical altercation will be automatically ejected from the venue and league. Parents can also be removed for excessive verbal abuse of officials, other parents or PLAY HARD HOOPS Staff.**
- **Protests or Complaints – Should be directed to an on-site facility supervisor. Any decisions regarding complaints or protests are solely the responsibility of the League Director**
- **Parent/Spectator Rule: All Teams are responsible for the conduct of their parents and spectators in the gym. If any behavioral problems occur, head coaches will be asked to control their parent/spectators behavior. In the event the parent/spectator will not behave appropriately at the request of the coach, the team can be penalized with a technical foul or even forfeiture of the game at the discretion of the league director.**
- **Player Fights: If a player is deemed to throw a punch he is automatically suspended for one game in the league and depending on the severity in nature, can be removed from the league at the discretion of the League Director**
- **PLAY HARD HOOPS/ HOOPS EDUCATION LLC are not responsible for any lost or stolen items**