

HOUSE OF HUSTLE

LEAGUE RULES:

- League Term: 4 - Games Guaranteed
 - Week 4 being a playoff format. (Win or Go Home)
- All teams are led by a volunteer parent/coach/staff.
- Coaches: Only 2 coaches permitted per team
- Players: Only players registered for their division will be permitted on the bench.
- No more than 10 players registered to a team (2nd grade & up)
- Game time should be distributed as evenly as possible. The goal is to get game time experience.
- Seeding will be based on wins and then points scored.
- Game Locations:
 - House of Hustle : 2163 Golden Heights Rd. #403, Fort Worth, TX 76177
- OVERTIME RULES :
 - 3 min sudden death, game considered a tie

PLAYERS:

- Players must remove all jewelry before games. This includes bracelets, rings, necklaces, and watches. Any piercings that cannot be removed must be properly covered. No exceptions will be made for safety reasons.
- Players must conduct themselves with respect at all times. Cursing, fighting, or bullying will not be tolerated.
- No late registrations will be accepted after the second week of the league play to maintain fairness, team consistency, and the overall experience for all players.
- Players must wear their registered jersey and the number assigned to them at registration to participate. If a player forgets their jersey, they must verify their registration to receive a temporary jersey.
- Guest players are not permitted: If needed, House of Hustle can provide a guest player with advance notice from the coach. If a player will miss a game, we will confirm with the coach if a replacement is needed. All guest players must be approved and must wear a House of Hustle jersey. *(This ensures all players are registered, have signed waivers, and are playing at the appropriate beginner to intermediate level. Our focus is to provide a balanced environment that supports player development, confidence, and basketball IQ.)*

FANS/PARENTS/SUPPORTERS:

- Concessions: Every purchase helps fuel our mission, supporting youth athletes through training, leagues, and community events while giving more players access to opportunities, resources, and a place to grow on and off the court.
- Unattended children will be asked to sit with their parents. No dribbling outside of gameplay, no running, and no playing with stored equipment.
- While we provide as much seating as possible, parents and players must remain in the designated seating areas. Standing at the railing is not allowed, and being on the court is not permitted except for the seating that is provided.
- We appreciate the energy and support from families and guests. Competition is exciting, even at the recreational level, but we ask that negative comments and sideline chatter are kept to a minimum. Our goal is to create an environment where players feel comfortable, supported, and confident, even when things don't go their way.

*As an organization, we live by **N.E.X.T. | No Excuses. Execute Together.** We appreciate everyone helping us create a positive environment for all players.*

GAME RULES:

Kinder - 1st Grade Rules:

- 1) Goal height : 8ft
- 2) Ball Size : 5 (27.5) basketball
- 3) 3 min warm up
- 4) 8 min games – Running Clock (Except for timeouts)
- 5) 1 timeout per game
- 6) On change of possession, the ball must be taken behind the three point line.
- 7) No make it take it.
- 8) 1's and 2's - Free throws are 1 shot

Please note: Kinder–1st grade divisions will play multiple shorter games within their scheduled one-hour time frame to help maximize touches, engagement, and overall game experience for beginner athletes.

2nd/3rd Grade Rules:

- 1) Goal height : 9ft
- 2) Ball Size : Intermediate (28.5) basketball
- 3) 3 min warm up
- 4) 8 min quarters – Running Clock (Except for timeouts)
- 5) 2-minute halftime break
- 6) 1 min break between quarters
- 7) 2-30 Second timeouts per half
- 8) 5 fouls per player
- 9) **No Full Court Press**

4th-11th Grade Rules:

- 1) Goal height : 10ft
- 2) Ball Size : Intermediate (28.5) basketball
- 3) 3 min warm up
- 4) 8 min quarters – Running Clock, except for the last minute of each half.
- 5) 2-minute halftime break
- 6) 1 min break between quarters
- 7) 2-30 Second timeouts per half
- 8) 5 fouls per player
- 9) **Full Court press only at the last 2 minutes of each half.**
- 10) Game time should be distributed as evenly as possible. The goal is to get game time experience.
- 11) Seeding will be based on wins and then points scored.