

SCOREKEEPER/TIMEKEEPER KEY RULES

CLOCK MANAGEMENT

Five (5) eight-minute periods with a running clock.

Clock stops only for:

a) Time-outs

b) Shooting Fouls

- Stops when referee indicates a shooting foul.
- Restarts when the ball is touched on a missed attempt or on the inbound after the make.

One (1) minute allowed between periods to make substitutions.

If the point difference is nine (9) points or less any time during the final two (2) minutes of the last period, the clock shall be regulation time for the balance of the period. This does not apply to overtime periods.

Half-time shall be three (3) minutes in duration for all divisions.

FREE THROW BONUS

1 and 1 will be shot on the 10th team foul in each half. No double bonus.

TIME-OUTS

Each team will be allowed one (1) in the 1st half, two (2) in the 2nd half and one (1) for each overtime period.

Unused time-outs cannot be carried over to the second half or into overtime.

Time-outs will be 45 seconds in duration.

PLAYER PARTICIPATION

1) Every player in attendance at the start of the game must play one full continuous period in each half.

2) Each player must sit out one full continuous period before the start of the 5th period.

3) No player can play the entire game UNLESS there are only 6 players on a team (see 6 player rule)

LATE PLAYERS

1) Arrive during 1st period must play the entire 2nd period

2) Arrive during 2nd period must play must play the entire 3rd **OR** 4th period.

3) Arrive during 3rd period must play the entire 4th period.

MERCY RULE

20-point lead at any time

No full-court or half-court press and defense must play with both feet inside the 3-point area at all times.

Running clock, except for time-outs, until the difference is 10 points or less.

OVERTIME

Overtime periods shall be two (2) minutes in duration. **The first minute shall be a running clock and the last minute shall be a regulation (stop) clock.** Additional overtime periods shall be one (1) minute regulation clock.

FOUL OUTS

A player is disqualified after 5 fouls.

A substitute can only replace him if he has already sat out one full period.