



BASIC RULES TO REMEMBER

Each game is played with 8 MINUTE QUARTERS (4 quarters)

After each quarter, please put 1 minute on the clock between each quarter.

Each game is played with a 10 Minute Halftime.

The clock stops on EVERY single whistle, and resumes when the ball is in play.

5 Player Fouls per player before disqualification. If a player gets his/her 5th foul, hit the horn to inform the officials.

7 Team Fouls per game until the opposing team shoots Bonus Free Throws. On the 10th Team Foul, the opposing team shoots Double Bonus Free Throws. On the 7th and 10th team foul of each half, please hit the horn and inform the officials. TEAM Fouls reset to 0 when the 2nd half begins

Each team receives 5 timeouts. 3 of these timeouts are considered FULL time outs (60 seconds), and 2 of these timeouts are only 30 seconds. The timeouts can be used at any point during the game.

If a game is to go to overtime, overtime will be 4 minutes in length and each team will receive an additional FULL timeout. Any timeouts that they have remaining from regular will carryover to OVERTIME.

WHAT NEEDS TO BE RECORDED IN THE OFFICIAL SCOREBOOK

Every Player Point needs to be recorded next to that player in the quarter that they scored.

Every Team Point needs to be recorded at the top of the scoresheet in a running total

Every Player Foul needs to be recorded on that individual player who committed the foul

Every Team Foul needs to be recorded at the bottom of the page for each half respectfully.

Every Timeout needs to be recorded at the bottom of the page, labeling the time and quarter in which the timeout occurred.

Every technical foul needs to be recorded. A technical foul is considered a personal foul and a team foul.