



## Game Rules

1. All games must begin on time or immediately following the conclusion of the previous game, should that game last longer than the specified time period.
2. All games will be played according to current National Federation High School rules unless specified by the following written rules or decision of the supervisor of officials or camp directors.
3. Each game will consist of two halves, each lasting 20 minutes running clock. The clock will run the entire game except for the last one minute of the first half, the last one minute of the second half, and during the two-minute overtime period. It also stops during timeouts, technical fouls, and at the discretion of the officials.
4. If the first overtime ends in a tie, then the game will be decided by a sudden death overtime with the first team to score winning the game.
5. Shooting fouls - All shooting fouls will be awarded one free throw. First free throw is "live", and a miss can be rebounded by either team. Scoring will be as follows... Fouled shooting a 2-pt. FG: made FT = 2 pts. / Fouled shooting a 3-pt. FG: made FT=3pts. / Fouled on a made 2 will = 3pts or fouled on a 3 pt made shot will = 4pts.
6. One-and-the-Bonus - On the tenth foul, teams will be in the one-and-one situation. One free throw will be awarded. If the free throw is made, two points will be given. First free throw is "live", and a miss can be rebounded by either team. Double free throw bonus after the tenth foul does not apply at any time. In the last minute of the game, each non shooting foul will be played out as a 1 and 1 situation both free throws will be shot if the player makes the first one.
7. Each team will be allowed two full time outs (45 seconds) plus one "20-second" timeout per game to be taken at any time during regulation. Each team will be allowed one "20-second" timeout per overtime period. Unused time outs do not carry over to overtime periods.
8. The game will start with a jump ball, and possession will alternate from that point on. Each overtime will also start with a jump ball.
9. Scorekeeper will be responsible for keeping time and score on the scoreboard, and team fouls & REFEREES will be responsible for keeping track of the possession arrow.
10. The clock may be stopped at any time at the discretion of the officials or court supervisor.
11. The coaches bench rule will restrict coaches movement from half-court to endline. Proper bench decorum is expected and will be officiated accordingly. Please stay off the floor and endlines.
12. All technical fouls on coaches and/or players will result in two free throws (shoot one to count 2 pts.) and possession of the ball.
13. Pre-game warm-ups will last 5 minutes if the previous game ends on time. Court supervisors have the authority to reduce warm-ups to 3 minutes if necessary. Half-time will last 3 minutes if the game starts on time. Again, court supervisors may reduce the length of halftime accordingly.
14. There are no individual foul-outs, but coaches are expected to encourage their players not to abuse this rule.
15. Absolutely no free substitutions. Substitutes may enter the game only on dead ball situations from the scorer's table area.