

RULES:

- 1. 18 Minute Halves**
- 2. Running time until the last 2 minutes of the second half**
- 3. If a team is up by 10 points or more with 2 minutes remaining – the Clock RUNS**
- 4. No personal fouls will be kept, however bonus will be shot after the 7th team foul of the half and double bonus after 10**
- 5. 3 - 30 second time-outs per game, however, only 2 time-outs per half can be used (excluding OT)**
- 6. 2 minute Halftime**
- 7. 1st Overtime will be 2 minutes stop time, 1 extra time-out per team**
- 8. 2nd Overtime will be played sudden death, first to score wins (can end on a FT in player is fouled shooting or team is in the bonus)**
- 9. Alternating jump ball rule**
- 10. Substitution on dead ball only**
- 11. If a team, coach or player is assessed a technical foul the opposing team will shoot 2 free-throws and be given the ball**
 - i. If a player is assessed the technical they must be subbed out, they can be subbed back in at the next dead ball**
 - ii. If a second technical is assessed to the same player they must sit the remainder of the game**