



## **GAME RULES**

1. **IF LATE TO THE GAME, THE GAME WILL BE PLAYED BUT IT WILL RECORDED AS A FORFEIT. IT WILL BE RUNNING CLOCK UNTIL GAME IS CAUGHT UP. (UNLESS OVERRULED BY TOURNAMENT DIRECTOR)**
2. **HOME TEAM PROVIDES SCOREBOOK KEEPER. IF THEY DO NOT HAVE ONE, THE OPPOSING TEAM CAN PROVIDE.**
3. **4 MIN. WARMUP**
4. **2 MIN. HALFTIME BREAK**
5. **GAME TIME**
  - a. **AGES 10-13: 14 MIN. HALVES STOPPED CLOCK**
  - b. **AGES 14-17: 16 MIN. HALVES STOPPED CLOCK**
6. **BALL SIZE**
  - a. **AGES 10-12: 28.5**
  - b. **AGES 13-17: 29.5**
7. **OVERTIME**
  - a. **1ST OT= 1 MIN. (1 ADDITIONAL TIMEOUT AWARDED)**
  - b. **2ND OT= SUDDEN DEATH - ONLY CAN WIN ON A MADE FIELD GOAL OR WIN BY 2**
  - c. **CHAMPIONSHIP GAME OVERTIME - 1 MIN. CONTINUED SUDDEN DEATH IN 3 OT**
8. **IF THE LEAD GETS ABOVE 20 THE CLOCK RUNS. AS SOON AS THE LEAD IS BELOW 20, IT GOES BACK TO STOPPED CLOCK.**
9. **TIME OUTS ALLOWED**
  - a. **(4) :30 SECOND TIME OUTS ALLOWED**
10. **HIGH SCHOOL RULES ARE USED REGARDING:**
  - a. **BONUS AFTER 7 FOULS**
  - b. **5 PERSONAL FOULS ALLOWED**