

## Colonial Cup Rules

**Home team** is the **first one listed on the schedule**. Home team shall wear light colored jerseys; visitors-dark colored jerseys.

**Home team will provide official scorer. Visiting team will run clock.**

**Mercy Rule:** A team trailing by more than **20 points** will have a continuous running clock until the lead is brought below 17. Unless otherwise specified herein, rules shall be the same as NHSF rules.

**Games** will consist of:

14 minute halves for 6<sup>th</sup>- 9<sup>th</sup> Grade divisions

Half time = 3 minutes

Between games = 3-5 minutes or less depending on timing.

**Start time = 3-5 minutes after previous game. Teams not present at start time will forfeit. Please be there an hour before scheduled game time.**

Over time: 2 minutes for first OT; 1 minute thereafter. Timeouts do NOT carry forward into OT. Each team gets 1 timeout per OT.

**Team Fouls- 1 and 1 on the 10<sup>th</sup> team foul (NO DOUBLE BONUS)**

**Time Outs:** Each team shall have 4 timeouts per game, 2- full, 2-30 second.

**Free Throws-** Move on Release

**Conduct:** Referees, at their discretion, may call a technical foul on the bench for unruly or unsportsmanlike conduct of fans.

Coaches and players receiving two technical fouls will be suspended for the remainder of the current game and all of the next game.

**TOURNAMENT Coordinator** Woods Woolwine- 757-592-5737 (Text or call)

**Site Coordinators: Text scores to 757-592-5737 at completion of game**

Lafayette- Tommy Neville - 757-784-3704, Jon Hughes-813-361-3229

Jamestown Woods 757-592-5737, Craig Buchan-603-731-0652

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**Games** will consist of:

12 minute halves for 4<sup>th</sup> – 5<sup>th</sup> Grade divisions

14 minute halves for 6<sup>th</sup>- 9<sup>th</sup> Grade divisions

Half time = 3 minutes

Between games = 3-5 minutes

**Start time = 3-5 minutes after previous game. Teams not present at start time will forfeit. Please be there an hour before scheduled game time.**

Over time: 2 minutes for first OT; 1 minute thereafter. Timeouts do NOT carry forward into OT. Each team gets 1 timeout per OT.

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