

## Queen of the Court Game Rules

- **3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> grade**- 2- 18 Minute Halves with running clock stopping the last 2 minutes of play. During the running clock, the clock only stops for timeouts, injuries, or emergencies.
- **Grades 7 and above** 2- 18 minute halves with running clock. During the running clock, the clock only stops for timeouts, injuries or emergencies.
- All overtime periods will be 2 minutes in length with the clock stopping. 2<sup>nd</sup> overtime will be Sudden Death.
- 2- 30 Second Timeouts and 2- 60 Second Timeouts per game.
- Timeouts will not carry over to the overtime period however 1 additional timeout will be granted to each team per overtime period.
- Each player will receive 5 personal fouls before disqualification.
- Bonus on 7 team fouls, Double bonus on 10 team fouls.
- **3<sup>rd</sup>/4<sup>th</sup>, 5<sup>th</sup> Division** Man to Man Defense with help side principles is required. Players may “help out” but must return immediately after the momentary “helping out”. Pressing is allowed, Zone Press is not allowed. Press stops at 20 Point difference.
- **All other Divisions** All defenses allowed. Press stops at 20 Point difference.
- **NDHSAA Rules to be used.**
- **Technical Fouls: Players** first will result in 10:00 minute sit out. 2<sup>nd</sup> results in disqualification from game and the following game. **Coaches**, 1<sup>st</sup> technical will result in Warning. 2<sup>nd</sup> technical must leave site immediately. A forfeit will result if a coach refuses to leave the site in a timely manner.
- **Each team will provide a Score Keeper and Book Keeper. Teams that do not provide will result in automatic 10 points for the other team.**