

## King/Queen of the Court Game Rules

- **All Divisions** 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.
- 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 last 5 minutes of 2<sup>nd</sup> half, Zone Press is not allowed. Press stops at 20 Point difference.
- **6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> 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.**
- **30 point mercy rule at 5 minutes left in game.**