

League Rules

Two twenty minute running clock halves. Five minute breaks between halves and all overtime periods will be three minutes (stop clock).

Clock stops on all whistles or time outs, jump balls, or fouls the last two minutes of each half.

One sixty-second time out (clock stops) per half, per team.

One twenty-second running clock time out per half, per team.

Teams must replace disqualified or injured players within 30 seconds or game shall be forfeited.

Each player on team roster has to play a minimum of 5 minutes each half (10 minute participation per game).

Fouls - Each player will be limited to 6 personal fouls.

During overtime periods, teams will be allowed only 1 time out per overtime period.

Illegal defenses - Teams are not permitted to play zone. Illegal defense lines to be enforced. Must play man-to-man defense only.

Technical Fouls - Two technicals (unsportsmanlike conduct is an automatic ejection).

Coaches are responsible for the behavior of their respective teams.

Game time is forfeit time.

Team rosters will be frozen after the first week of registration.

Fighting will not be tolerated before, during or after the games.

PENALTIES:

Personal membership revoked with no refund

Teams forfeiture of remaining games

Any prizes or scholarships awarded will be forfeiture

Possible criminal charges on both participants

Signature: _____

Printed name: _____