

TeamARETE HS Preview Rules

****We start games on the hour****

5 minutes minimum warm-up time between games

1st Half	Halftime	2nd Half
20 Min Running Clock (Clock only Stops <u>last Min of Half</u>) and on timeouts, technical and/or intentional fouls, injury, or referees discretion.	3 Min	20 Min Running Clock (Clock only Stops <u>last 2 Min of Game</u>) and on timeouts, technical and/or intentional fouls, injury, or referees discretion.
1 - 30 Sec TimeOut Per Half Time Outs do not carry over	Timeouts	1 - 30 Sec TimeOut Per Half Time Outs do not carry over

H. S. RULES EXCEPT FOR

- Shoot only One FT
 - (counts for maximum points possible)
 - Example fouled on 2 pt= 2, 3 pt= 3
- We do shoot the And 1 FT
 - (it does not auto count)
- Bonus into effect on the 8th team foul,
 - shoot 1 FT counts as 2 pts

Tie Game:

2 Minute overtime period;

1-30 Sec TimeOut In OT

sudden death after one O.T.

****No individuals foul out, but officials have the right to remove any player taking an unfair advantage repeatedly, a flagrant foul of any kind is an automatic ejection****

Good sportsmanship will be stressed: A. Two technical fouls in a game results in automatic suspension from game and suspension from the next game. H.S. coach will be notified. B. If a player is ejected from a game, he could possibly be suspended for the next game pending the reason for ejection.