



# GAME RULES:

## Game Rules – SES 2026 EVENTS

Games will follow NFHS rules with the following adjustments:

### Game Format

- **18 MINUTE RUNNING CLOCK halves (6<sup>th</sup>-12<sup>th</sup> Grade Divisions) & 16 MIN HALVES (2<sup>nd</sup>-5<sup>th</sup> Grade)**
  - Clock does **not** stop at the end of the 1st half.
  - In the **last 2 minutes of the 2nd half**, the clock stops on all whistles **unless the margin is 15 points or more.**
- **Game Timing:** 3 minutes for warmups, 2 minutes for halftime.
- **OVERTIME:** 2 minute overtime. If first overtime ends in a tie, the game goes to **sudden death: first team to score 2 points wins.** Sudden death starts with a jump ball at half court. **No timeouts allowed in sudden death.**
- **Grace Period / Minimum Players:**
  - Teams have a 10-minute grace period for late arrivals. Games may **start if a team has 4 or more players.**
  - If fewer than 4 players are available after 10 minutes, the game is declared a forfeit (though teams may play a shorter exhibition if agreed by both coaches and the director). Any change requires agreement from both coaches and the tournament director (Contact: Sheldon Sundell 571-282-5522).
- **AGE/GRADE ELLIGIBILITY:** SES uses **hybrid grade-based divisions** with the allowance of **VERY YOUNG** players (birthdate in July-September) in the **grade above** to play down with kids their age. Contact director with questions. **ALL TEAMS MUST HAVE AGE/GRADE VERIFICATION AVAILABLE.**

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### Equipment & Court Rules

- **Basketball Size:**
  - All boys divisions will use a **29.5 basketball.**
  - **Elementary divisions (5th grade and below)** will use a **28.5 basketball.**
  - **6th grade division** may use either a 29.5 (Size 7) or 28.5 (Size 6) if both coaches agree.
  - If no agreement, **default is 28.5 (size 6)**
- **Home Team Duties:** Responsible for keeping the official book and providing the game ball. Home team wears lighter color uniform (typically listed on schedule, bottom team)

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### Fouls & Timeouts

- **Team Fouls / Free Throws:** At the 8th team foul (per half), the opposing team will shoot **two free throws.** DOUBLE BONUS (No 1-and-1).
- **Timeouts:** (no carryover between halves)
  - 1st Half: Each team will receive **1 timeout (30-second).**
  - 2nd Half: Each team will receive **1 full timeout and 1 thirty-second timeout.**

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### Special Rules

- **Mercy Rule:** If the point margin reaches 35 points, coaches must agree to continue.
- **Press Rule (6th grade and below):** No full court press allowed if margin reaches 20 points, until margin reduces below 20.

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### Sportsmanship & Conduct

- Any player ejected for fighting is out for the remainder of the weekend and team is subject to be removed from tournament per event director ruling.
- Any spectator who enters the court or instigates a fight will be ejected and banned from the premises, per league director's discretion and team subject to be removed from tournament per event director ruling.
- The director may remove teams (without refund) that do not display good sportsmanship.

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**League Authority:** All rules may be modified at the SES event director's discretion.