

GAME RULES 2026 SES EVENTS



Games will follow NFHS rules with the following adjustments:

Game Format

- **18 MINUTE RUNNING CLOCK halves (6th-12th Grade Divisions) & 16 MIN HALVES (2nd-5th 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... cutoff is July 1st) in the **grade above** to play down with kids their age. Contact director with questions. **ALL TEAMS MUST HAVE AGE/GRADE VERIFICATION AVAILABLE.**
- **CHALLENGES:** HEAD COACHES ONLY may request a challenge of a player's eligibility prior to halftime. Request goes to table/officials and then to gym monitor/director for verification. Coach of player in question can 1. Continue the game and provide evidence afterward. If no evidence, then game results in forfeit and player may not continue in any further games. 2. Remove player in question. 3. Immediately provide evidence of player eligibility (using team "book" on hand) and if player is proved eligible then the team which challenged receives 2 technical fouls and 4 free throws awarded.

Equipment & Court Rules

- **Basketball Size:**
 - All boys divisions will use a **29.5 basketball**.
 - **Elementary divisions (5th grade and below)** and girls divisions 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)

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**.

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.

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.

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