

GAME RULES

2026 CHAMPIONS LEAGUE & JR. EYBL RULES

16U, 15U Champions League & 14U, 13U Jr. EYBL

- Games will consist of two (2) sixteen-minute (16:00) stop-time halves.
- Warmup time between games will be not less than five minutes and halftime will be three minutes.
- Games may not start until the scheduled time.
- Each team will have four (4) thirty-second (0:30) timeouts per game. Three (3) carry over to the second half.
- There will be a ten-second (0:10) backcourt count. The count resets if a timeout is called.
- Five-second (0:05) closely guarded violations will be called.
- Two (2) foul shots will be awarded on a team's tenth (10th) personal foul.
- There will be no "one plus one."
- A player will be disqualified on her sixth (6th) personal foul.
- Players may enter the lane on the release of the free throw, and the lowest block position shall not be used.
- Running clock begins if the point differential reaches twenty (20) points or more during the final five minutes (5:00) of the second half.
- Stop time resumes if the differential falls below fifteen points (14 or less).
- Coach or player is disqualified on the second technical foul. Severity may result in suspension from future games at the discretion of the League Commissioner.

OVERTIME RULES

- The first two overtimes (OT and 2OT), if necessary, shall be two minutes (2:00) in length with stop time in effect.
- Each team receives one thirty-second (0:30) timeout per overtime period.
- If a third overtime (3OT) is necessary, the game moves to sudden death.
- The winning team must secure a two-point advantage.

GAME OPERATIONS

- The designated visiting team is listed second on the schedule, shall wear dark-colored jerseys, and sit to the left of the scorer's table when facing the court.
- Players may compete on ONE team and for ONE organization only.
- Any player or team found in violation of this rule will be denied participation in future Nike events.