



REP FRESHMEN LEAGUE RULES

Game Length:

- Games will consist of 18-minute running halves.
- The clock will run until the last minute of the 1st half, and the last 2 minutes of the 2nd half.
- Halftime length will be 2 minutes.
- The clock will run regardless of time if there is a 20 point lead.

Time-Outs:

- Each team will have three 30 second timeouts per game.
 - 1 additional per overtime period.

Fouls

- Players will be disqualified at the time of their 5th foul.
- At 10 team fouls, teams shoot 2 Free Throws.
- A technical foul will result in 2 shots and the ball for the other team.
- 2 Technical fouls will result in disqualification.

Game-Ball

- Size 7 ball will be used for all games.

Overtime

- Overtime will be 2 minutes. Each team will be given one additional 30 second timeout.
- 2 Overtime will be a 1 minute period, one 30 second timeout given.
- 3 Overtime will be sudden death, where the first team to score will be declared winner.

Table

- Each team is expected to provide one person for the table for each game.

Forfeit/Tip-Off Time

- A game can be held for a maximum of 5 minutes post scheduled tip-off time for a team that is short-handed players.
 - Ex 5:40 pm tip-off will not be held past 5:45 pm.
- A team with 3 or less players past the 10 minute grace period will be forced to forfeit the game.
- A team with exactly 4 players past the 10 minute grace period will be held to the short-handed coach's discretion on whether they will play or forfeit.