



ICBL Summer League Rules 2026



Held at the

Moorestown Friends School

Grades	4th & 5th	6th - 7th - 8th
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TIMING	1st Half	20 Minute Running Clock - Clock Stops Last 10 Seconds on the Whistle	
	Intermission	1 Minute Haftime	
	2nd Half	20 Minute Running Clock - Clock Stops Last 60 Seconds on the Whistle if game is less than 10 Points	
	Overtime	No Time on Clock - 1st Team to score a Point	
	Time Outs	3 Total Per Game - 30 Seconds Each Overtime: 1 Total (None Carry Over from Regulation)	

GENERAL	Player Fouls	Only Team Fouls Recorded - No Individual Fouls Tracked ** Individual fouls will not be formally tracked. However, if a player is excessively or repeatedly fouling, the referee has the authority to remove that player from the game for a cooling-off period or the remainder of the game, if necessary. This decision is at the referee's discretion and is intended to maintain player safety and fair play.		
	Free Throw Bonus	Teams will shoot 2 Free Throws on the 10th Team Foul in Each Half ** ** Except in the last 30 Seconds of the game, Players will shoot 2 Free throws on the Second Foul.		
	Foul Shooting	Start Behind Line: Can Land Over Line but stay in Landing Area. Can Not be 1st to Touch if going over line <i>If a game includes 5th & 6th grade teams, <u>ALL</u> players can land over the line but we encourage 6th Graders to try to stay behind.</i>	Regular NFHS Rules. Must Start & Stay Behind Line until Ball Hits Rim	
	Pressing (<20pt Lead)	Allowed at All Times unless up 20 or more		
	Uniforms	Players <u>MUST</u> wear League supplied ICBL Summer League Jersey to Participate in a Game - NO EXCEPTIONS		

*** All other Rules are National Federation of High School Rules (NFHS)