

Middle School League

7th/8th Grade Boys

Rules Summary

- 1. 6 Minute Quarters – Clock Stops on All Dead Balls**
- 2. 3 Timeouts for the Game**
- 3. 5 Minute Halftime**
- 4. Bonus Free Throws:** By Quarter. Double Bonus on 5th Foul each Quarter. Foul Count will reset each Quarter.
- 5. Overtime Period:** First Overtime will be two (2) minutes. If second overtime is required, the first team to score wins. Each team will receive (1) additional timeout for the overtime period. Unused timeouts from regulation **May Not** be carried over. Unused timeout from the first overtime period **May Not** be carried over.
- 6. Running Clock:** The clock will run in the second half if the deficit is 20 points or more with the exception of timeouts. Once the lead is below 20 points, the clock will stop on all dead balls.
- 7. Teams may play Man-to-Man or Zone Defense.**
- 8. Pressing:** Pressing allowed at all times. Teams with a lead of 20 Points or more in the second half may not press.
- 9. 15 Ft. Foul Line**
- 10. A player fouls out on five (5) fouls.**
- 11. Ball Size:** Regulation

