



## **ASC 2026 Fall League Rules**

### **Time**

**High School:** Two 18-minute running halves.

**Middle School / Elementary:** Two 16-minute running halves.

The clock stops on free throws, timeouts, and every whistle during the final 2 minutes of the second half.

ASC may adjust game time when necessary to keep games on schedule.

### **Mercy Rule**

If a team leads by **20 points**, the clock will continue to run except during timeouts. The clock will stop normally again once the lead drops below **10 points**. Teams may not full-court press while leading by **20 points or more**.

**If a team leads by 20 points or more with 2 minutes remaining, the game will be stopped and ended.**

### **Time-Outs**

Each team receives four (4) 30-second timeouts during regulation: two per half. Players may sit on the bench during timeouts. Regulation timeouts do not carry over into overtime. Each team receives one (1) 30-second timeout during overtime.

### **Overtime**

**The first overtime is sudden death - the first team to score wins, including free throws.** Team fouls carry over into overtime.

### **Game Ball Size**

**3rd-6th grade / 9U-12U boys:** 28.5-inch intermediate basketball

**7th-12th grade / 13U and older boys:** 29.5-inch official men's basketball

**3rd-12th grade girls:** 28.5-inch official women's basketball

Teams must provide their own warm-up basketballs.

### **Half Time and Pre-Game Allotted Time**

**Half time:** 2 minutes

**Pre-game:** 2 minutes

Each team should be stretched and ready to play as soon as the previous game is finished. Warm-up time may be shortened to keep games on schedule.

### **Scorebook**

The "home" team is listed last or on the bottom of the schedule and must provide someone to keep the official scorebook. ASC recommends that the "away" team scorekeeper sit beside the home-team scorekeeper to communicate and prevent scoring disputes.

### Grace Period

Teams must be ready to play at game time. If a team is not present, a 5-minute grace period will be given. If the missing team has not arrived within the grace period, the team present will be awarded a **15-0 forfeit win**. If a team is visibly on-site during the grace period, ASC staff will determine whether the full game will be played.

**Games may start with four players per team only if both coaches agree before the game begins.**

### Foul Count & Technical Fouls

Beginning with the 10th team foul, the opposing team receives two free throws. **Players foul out after their 6th personal foul.**

Two direct technical fouls assessed to a player, coach, or team representative result in immediate ejection from the facility and suspension for the next game.

Fighting or an ejection results in disqualification for the remainder of the event and may result in additional suspension.

### Tie Breaker Rule

Head-to-head result, point differential, points allowed, then points scored. Point differential is capped at 15 points per game.

### Division Play

**Players cannot play on more than one team in the same division. A player may compete in another division for which the player's grade qualifies only when both teams are with the same organization. NO EXCEPTIONS.**

Players must compete in the correct grade division. Playing down a grade is prohibited.

Proof of grade must be available upon request. Acceptable documentation includes a birth certificate and current report card.

No player may be added to a roster after Week 2. Grade or roster violations may result in a forfeit, probation, or removal from the league without a refund.

**A player must participate in at least one 2026 Fall League session to be eligible for the Fall Championship on October 24, 2026.**

### Challenges & Protests

There is a **\$200 cash** fee to file a protest. If the protest is upheld, the fee will be refunded. If the protest is denied, the fee will be forfeited. The protesting team must have proper documentation, including birth certificates and report cards.

All protests must be made **before the game begins**. No protest will be allowed after a game has started or been played. Only coaches may protest on behalf of their team.

### Game Conduct & Post-Game Responsibilities

Officials are here to officiate, not debate. Accept the call and move on. No rude behavior, verbal abuse, or harassment of officials will be tolerated. ASC staff decisions are final.

After each game, coaches and teams must shake hands, clean the bench area, and gather outside the court.