



HOOPSOURCE LEAGUE RULES

(HOME team is required to provide someone to manage the GAME SCORE SHEET)

(VISITING team is required to provide someone to manage the SCORE CLOCK)

GAME RULES:

- **22 Minute Running Time Halves**

- "RUNNING TIME" THE ENTIRE 1ST HALF

- "STOP TIME" THE LAST TWO (2) MINUTES OF THE 2ND HALF

(Final 2 Minutes: Clock runs with an 11-point or more margin, clock stops with a 10-point or less margin.)

(Clarification: Clock remains STOPPED after a timeout is called during all Free-Throw Situations.)

- **5 Minute Warm-up // 2 Minute Half Time // 3 (1 Minute) Timeouts per Game**

- 1st Overtime – 2 Minutes // 2nd OT – 1 Minute // 3rd OT – Sudden Death

- Bonus on 7th Foul of Half - Double Bonus on 10th Foul

- Individual Player Foul Out on 6th Personal Foul

- If a Team has Only Five Eligible Players left in the game and a player fouls out, that team is able to keep 5 players in the game if they choose, but the team will be assessed a technical foul.

- Technical Foul = Two FT's & Possession

- Other Rule Clarifications – (NFHS Standard)

- Teams Should Arrive @ Least 15 Minutes Before Game Time

- All Teams should come equipped with their own First Aid Materials

- If a team is a "no show" for a game, they will be assessed a forfeit, resulting in a league loss

- * There will be no refunds for forfeited games *

IMPORTANT: HOOPSOURCE EVENT DIRECTORS WILL HAVE THE FINAL SAY REGARDING ANY EJECTIONS, DISPUTES, OR RULINGS!