

GAMEDAY RULES

- **TWO 16-MINUTE RUNNING CLOCK HALVES FOR 3rd-8th Grade, TWO 18-MINUTE RUNNING CLOCK HALVES FOR HIGH SCHOOL**
 - **CLOCK STOPS LAST 2 MINUTES OF 2nd HALF (UNLESS TEAM IS UP 15+)**
 - **1st OVERTIME – 2 MINUTES, 2nd OVERTIME 1 MINUTE, 3rd OVERTIME – SUDDEN DEATH**
- **6 PERSONAL FOULS (NORMAL BONUS RULES)**
- **ONE TEAM MUST PROVIDE SCOREKEEPER, OTHER MUST PROVIDE SCOREBOARD OPERATOR**
- **GAMEBALL WILL BE PROVIDED BY EITHER TEAM**
- **TWO 30-SECOND TIMEOUTS PER TEAM PER HALF**
- **6th GRADE AND BELOW WILL USE 28.5 BALL**
- **PRESSING ALLOWED ONLY THE LAST TWO MINUTES OF BOTH HALVES FOR 3rd and 4th GRADE DIVISIONS**

