

OFFICIAL RULES

ARTICLE 1 COURT AND BALL

Games are played on half-court with one basket.

ARTICLE 2 TEAMS

Each team shall consist of 4-6 players (3 players on the court at one time).

ARTICLE 3 GAME OFFICIALS

The game shall consist of one referee and one time/scorekeeper.

ARTICLE 4 GAME LENGTH, CLOCK, TIMEOUTS

4.1 A game shall consist of (4) 10-minute periods, with one minute between periods.

4.2 In periods 1-3, the game clock will stop only for injuries and timeouts. In the 4th period and overtime, the game clock will stop for injuries, timeouts, and a foul within 2 minutes of the end of the period.

4.3 Each team shall have 2 timeouts for periods 1-2 plus 2 timeouts for periods 3-4. Timeouts that were unused in periods 1-2 cannot be used in periods 3-4.

ARTICLE 5 BEGINNING OF THE GAME

The designated VISITING team will begin each game with possession of the ball. The designated HOME team will begin the 3rd quarter with possession of the ball.

ARTICLE 6 FOULS

6.1 If a player receives 5 non-flagrant individual fouls, he/she will be disqualified for the remainder of the game.

6.2 If a player receives 2 flagrant fouls, he/she will be disqualified for the remainder of the game. A player may be disqualified for unsporting behavior at the referee's discretion even if the player has not committed 2 flagrant fouls.

6.3 If a player is disqualified from two games, he/she will be suspended from the league for the remainder of the season and championship tournament.

ARTICLE 7 SUBSTITUTIONS AND PLAYING TIME

7.1 Teams may substitute players during dead balls, injury timeouts, called timeouts, or between periods.

ARTICLE 8 HOW THE BALL IS PLAYED

8.1 Following each successful field goal or last free throw, the non-scoring team will take the ball beyond the arc, check it to the new defending team, and begin play.

8.2 Following each possession change inside the arc, the new offensive team must return the ball behind the arc by passing or dribbling before attempting a field goal. If the ball is not returned behind the arc before attempting a field goal, it will be considered a team foul, and the referee will award possession to the non-fouling team.

8.3 Following any dead ball situation, play shall resume with an in-bound play near the spot of the dead ball.

ARTICLE ENDING THE GAME, TIES, MERCY RULE

9.1 If the game is tied at the end of the 4th period, there shall be a 2-minute overtime period. The first possession shall be decided by a coin flip.

9.2 If the game remains tied at the end of the overtime period, teams will alternate shooting freethrows until the score is no longer tied after each team has had an equal number of free-throw attempts.

9.3 If a team is winning by 20 points or more with 2 minutes left in the game, the clock will run continuously until the end of the game.