



## **GAME RULES**

1. Games will consist of two sixteen-minute (16:00) minute stop time halves.
2. Halftime will be three (3:00) minutes in length.
3. Each team will have one full (1:00) and two thirty-second (:30) timeouts per game, which may be used anytime during the contest.
4. Bonus foul shots (1 + penalty) will be awarded on the tenth (10<sup>th</sup>) team foul of each half.
5. No double bonus shots will be awarded at anytime.
6. A player will be disqualified on her sixth (6<sup>th</sup>) personal foul.
7. There will be a 10-second count in the backcourt and a 5-second count when the player is closely guarded.
8. The head coach will be disqualified on his or her court, or on the team's, second (2<sup>nd</sup>) assessed technical foul.
9. Should an overtime period be necessary, it will consist of one two-minute (2:00) stop-time period.
10. Should a second overtime period be necessary, the result will be determined by the first team to score ("sudden death").
11. Warm-up time between games may vary, but will not be less than 4 minutes (4:00). Coaches are responsible for insuring that athletes are adequately stretched and warmed up before taking the floor.
12. All teams are expected to report no less than forty-five minutes (45:00) prior to the scheduled start of the contest.
13. Coaches must have player names and jersey numbers entered into the official scorebook no less than five minutes (5:00) prior to the scheduled start of the contest.
14. Home teams will wear white or light colored jerseys and occupy the bench to the left of the official scorekeeper. Home teams will also be listed first in the pool play and the top of the bracket play.
15. Visiting teams will wear black or dark colored jerseys and occupy the bench to the right of the official scorekeeper. Visiting teams will also be listed second in the pool play and the bottom of the bracket play.

\*\*\* Should the scoring margin become twenty (20) points or more with five minutes (5:00) or less remaining in the second half of a contest, the clock shall convert to running time for the remainder of said contest, with no stoppage except for timeouts.