



RULES

- Man-to-man defense
- 24-second shot clock
- 8-second backcourt
- Offensive rebound - resets the clock to 14 seconds (not 24 seconds)
- Clock stops at 1 minute in every quarter
- 6 Fouls (Any player with 6 fouls cannot play for rest of game)
- You can only inbound backcourt under 2 mins in 4th quarter
- Ball advances to half-court once timeout is called
- Penalty after 5 team fouls (2 free throws)
- 4 or 5 players on the foul line
- Intentional foul if you foul off the ball (2 free throws & the ball)
 - Only applies the last 3 minutes of a game
- 2 timeouts per half
- Jumpball = Jumpball
- 3-minute overtime
- Team that forfeits must pay both teams referee fees
- 2 forfeits & team will be disqualified from competition
- \$25 technical foul fee

❖ *All fighters will be suspended and/or banned from the league*