

# Summer League Basketball Rules

## Guidelines:

- 1) 2 18 minute halves (6th-8<sup>th</sup> grade), 2 16 minute halves (4<sup>th</sup> & 5<sup>th</sup> Grade) and two 20 minute halves for NCAA leagues.
- 2) Clock stops last Minute of 1<sup>st</sup> half and last 2 minutes of second half
- 3) 2 timeout per game (4th-8<sup>th</sup> grade), 3 timeouts per game (NCAA)
- 4) Freethrows on the rim (grade school/high school) NCAA League freethrows on release of shot
- 5) Technical foul – 2 points and the ball
- 6) 2 technical fouls – player will be ejected. Director of league has the right to **NOT** allow a player to continue playing in the league, with no refund, if excessive technical fouls are given.
- 7) Bonus on 7<sup>th</sup> foul & double bonus on 10<sup>th</sup>
- 8) If team is winning by 20 pts. No press is allowed (4th-8<sup>th</sup>). Any defense and full court press is allowed (NCAA)
- 9) Clock will not stop if team is ahead by 20+ points
- 10) Overtime is 3 minutes with each team having 1 timeout. Second overtime is Sudden Death (4th-8<sup>th</sup>), Overtime is 3 minutes long with 1 timeout. Additional Overtimes are 2 minutes in length.