

TEAM CAMP RULES

- 1. Fifteen minute halves, 3 minute halftime, running clock except for the last two minutes of the game, unless there is a 15 point lead or more.**
- 2. All jump balls are alternating possession.**
- 3. All fouls after the sixth team foul in each half will be one shot for two points. This rule also applies for all shooting fouls. This is to speed play during the running clock. With under two minutes to play in the game we will revert back to normal game rules, shooting all one and one's and two shot fouls.**
- 4. If fouled on a made bucket, you get one free-throw to complete the three-point play.**
- 5. Intentional fouls will be one free-throw for two points and the ball back.**
- 6. If the game is tied at the end, we will play sudden death. It starts with a jump ball. The first team to go up by one or more points wins.**
- 7. Substitutions during dead balls must report to the scorers table.**
- 8. One 30 second time-out will be granted per game (no other time-outs will be granted)**
- 9. Officials can sit a player due to a flagrant foul.**
- 10. The clock will stop during first half on any dead ball situation with under 10 seconds to play.**

COACHES: PLEASE HAVE YOUR TEAM CLEAN UP THEIR BENCH AREA OF GATORADE AND WATER BOTTLES AFTER EACH GAME.

THANK YOU.