



Game Rules

GENERAL

- The team listed with an (H) on schedule is home. (A) is the away team.
- Home team is responsible for the game ball.
- Timeouts - 4 per game.
- **REFS HAVE FINAL SAY REGARDING SAFETY OF COSTUMES ON COURT!!!**

CLOCK

- (2) 20 minute running halves. Clock stops the last 2 minutes of the 2nd half.
- **All NFHS rules in full effect last 2 minutes of game with exception of personal fouls.**
- 2 minute halftime.
- Mercy Rule - Once a team is leading by 20 the clock will not stop until the score is within 10 points. **No pressing while mercy rule is in effect.**

FOULS

- No player fouls will be recorded with the exception of technical and flagrant fouls.
- **Team fouls will be recorded ONLY.**
- Single bonus begins on 10th foul. All single bonus is 1 shot for 2 points. No double bonus.
- One free throw for 2 points awarded on shooting fouls inside the arc. One free throw for 3 points awarded on shooting fouls outside the arc.
- **And 1 - one free throw for 1 point.**

TARDY TEAMS

- If a team is late to a game the clock starts at game time. You play whatever time is left in your game when you arrive.
- If the team arrives before half time the tardy team will be assessed a **10 point penalty**. The tardy team forfeits if they have not arrived by the start of the 2nd half.

OVERTIME RULE

- Both teams will shoot free throws. Any player on the roster may shoot the overtime free throws. All in-game players will line up, like in the case of a technical foul, each team will shoot a free throw. This is not a sudden death situation. If Team-A makes their free throw then Team-B will get to shoot a free throw. If Team-B misses then Team-A wins. If both teams make the free throw they will shoot again until someone misses. The same happens if the free throw was missed by both teams. Shooters may be alternated.