



## *Rules & Regulations*

### **JV/FS Games**

- 16min. stop-clock halves
- Running clock unless game is within 10 points in the final two minutes of 2<sup>nd</sup> Half
- **Bonus at 10 fouls- 1 shot for 2 points**
- **Foul shots are 1 free throw for the foul, whether it is an “and 1”, 2 point shot or a 3**
- 3 full timeouts per game per team
- **2-minute running clock overtime; 1 timeout per overtime- timeouts do not carry over; 2nd OT is sudden death**

### **Varsity Games**

- 16min. stop-clock halves
- 1-and-1 at 7 team fouls per half; Double bonus at 10 team fouls per half
- All other foul shots are in accordance with NFHS/CIF rules
- 3 full timeouts and two :30 timeouts per game per team
- **OT is 4-minute stop clock including all subsequent OT's**
- **1 timeout per OT- timeouts do not carry over**

### **Varsity/JV/FS Games**

- Foul out at 6 personal fouls (we keep personal and team fouls)
- All other rules are in accordance with NFHS/CIF rules
- 5 minute game warm-up (Minimum guarantee) and 4-minute halftime
- No shot clock
- Any team who does not have 5 players by game time will forfeit
- Game officials have authority to eject players and coaches for poor sportsmanship
- Coaches are responsible for controlling team, spectators, and fans